



**FRED REINFELD CHESS CLASSICS** Bruce Alberston, General Editor

# **1001 WINNING CHESS SACRIFICES AND COMBINATIONS**

**Fred Reinfeld**

**21<sup>st</sup> Century Edition**





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by  
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21st-Century Edition

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2014

Russell Enterprises, Inc.  
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by Fred Reinfeld

21st-Century Edition

*The Fred Reinfeld Chess Series*  
Bruce Alberston, General Editor

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Don Reinfeld, Judith Reinfeld and Bruce Alberston

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## Editor's Introduction

The present work, *1001 Winning Chess Sacrifices and Combination* is the companion volume to Reinfeld's *1001 Brilliant Ways to Checkmate*. Of course each book can be taken on its own, but together they make a wonderful collection, and cover the full range of tactical chess.

You can expect some overlap between the two books, as many of the positions call for a checkmating attack on the hostile king. Here, however, checkmate is not at all a foregone conclusion (as it was in the first volume). Often the defender's king survives the direct assault but it is usually at the expense of crushing material losses.

That's a big difference. Suddenly, with one stroke, the play for material advantage, Reinfeld opens up the whole arsenal of chess tactics. It's like an expanding universe of creative ideas. Only here, we do have to put a limit of 1001.

A glance at the table of contents shows that Reinfeld has arranged his quiz positions so that they fall into orderly chapters, each with a common theme. Still, the degree of difficulty varies widely. Easiest are one move shots, suitable for players starting out. Most difficult are the examples that run seven moves and more; some of these may even stump an ordinary master.

But don't let that throw you. This is mainly a book of combinative ideas, all designed to enhance your arsenal of weapons. That it's a book of ideas is apparent when you get to the solutions. Reinfeld is determined to keep matters as simple and clean as possible. One main line is the ideal, an occasional sideline here and there, perhaps a verbal explanation or two, but that's about it. Reinfeld is determined not to get embroiled in complicated analytical variations. That's

not the purpose of his book.

Of course the ambitious reader can do his own analytical work (that does not mean feeding the position to the computer). And I suspect that was an unspoken part of Reinfeld's agenda: to get his reader to the level of competence, and confidence, where he's not afraid to work things out for himself.

The editor's task was to redo the diagrams (the old ones look a bit worn) and type up the solutions in algebraic notation. Along the way I made a few changes here and there: correcting the occasional typo, adding a clarifying variation, a bit of restructuring or shifting the emphasis when I discovered a defensive resource not previously mentioned. You can argue that I should not have done any of this and just let Reinfeld speak for himself. And maybe on another day I would agree. But not today.

Bruce Alberston  
Astoria, New York  
January 2014

## **Preface**

Many of today's players, now the grandparents of chessplaying teenagers, fondly recall growing up with the Reinfeld books, which covered all aspects of chess, from the openings to the endgame, and included generous helpings of chess lore and the lives of the greatest chess masters.

Reprinting chess books by our father, Fred Reinfeld (1910-1964), ended in the 1980s as descriptive notation was phased out in favor of the more popular algebraic notation. We are extremely grateful to Bruce Alberston, who has taken up the task of converting Reinfeld's notations to algebraic.

Thanks also to Russell Enterprises for publishing a 21st-century version of this, and, hopefully more, Reinfeld chess classics, thereby introducing Fred Reinfeld's teaching genius to new generations of chess enthusiasts, especially to beginners and mid-level players eager to sharpen their skills at the chessboard.

Don and Judith Reinfeld

## Introduction

### Sacrifices and Combinations

The Man who wrote, “Tactics is 99 per cent of chess,” might well have added – “and 99 per cent of the fun, too!”

Brilliant sacrifices and combinations, either calculated in advance or played on the spur of the moment, give us thrill that cannot be equaled by any other aspect of the game. And by a very fortunate coincidence, these brilliant strokes are just what we need in order to become first rate players.

But then comes the practical question: How do we learn to become brilliant players? (Or is this a knack that one has to be born with?) The answer is reassuring: *Every chessplayer, no matter what his degree of skill may be, can learn how to play brilliant chess.*

The first step toward mastery is to become familiar with the different types of tactical motifs. The second step is to study a great many examples of these tactical themes. So, the object of this book is to add to your knowledge, to make you a strong chessplayer, and (last but not least) to delight you with some of the most beautiful moves ever played on the chessboard.

Fred Reinfeld



# 1. Pinning

The pin is by far the most frequently used tactical theme. It may be defined as *an attack on a piece which screens a second piece from attack*. The unit attacked in this way is said to be pinned. If attacked with enough force and ingenuity, it can often be won or completely disabled. Some examples:

In [Diagram 2](#) Black's knight is subject to an "absolute" pin. (This is the term we use when the king is the screened piece.) Worse yet, the knight is pinned in two ways, by the white queen and bishop. And still worse, the knight is not protected by a pawn, which is the best – and cheapest – defense for a pinned piece. All these weaknesses combine to make possible White's brilliant demolition of Black's position.

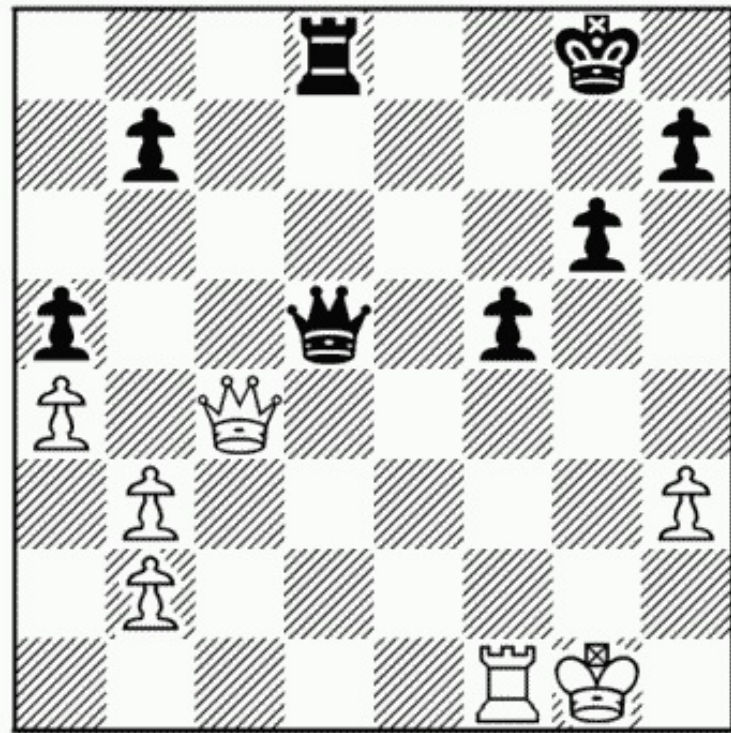
In [Diagram 5](#) we see again the fatal effect of an "absolute" pin. Once we're familiar with the pinning motif, we become used to the idea of *creating* pins – as for example in [Diagram 16](#), where White first sacrifices in order to win Black's queen by means of a pin.

Sometimes a pin defeats an already existing pin. [Diagram 11](#) is a thrilling example of this.

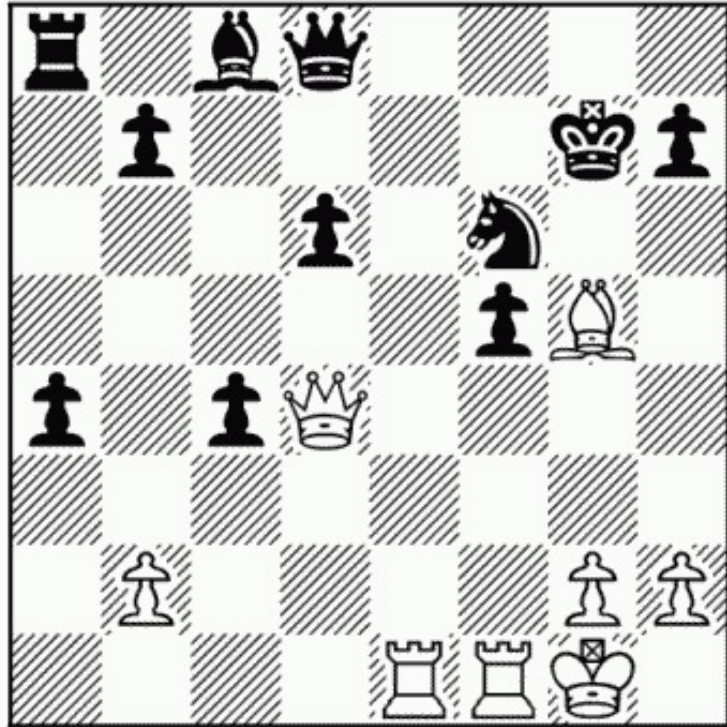
A frequent use of the pin is to "pile up" on the pinned piece with an effective pawn advance, as in [Diagram 17](#). The piling-up may also be performed by pieces – sometimes with startling effect, as in [Diagram 1](#).

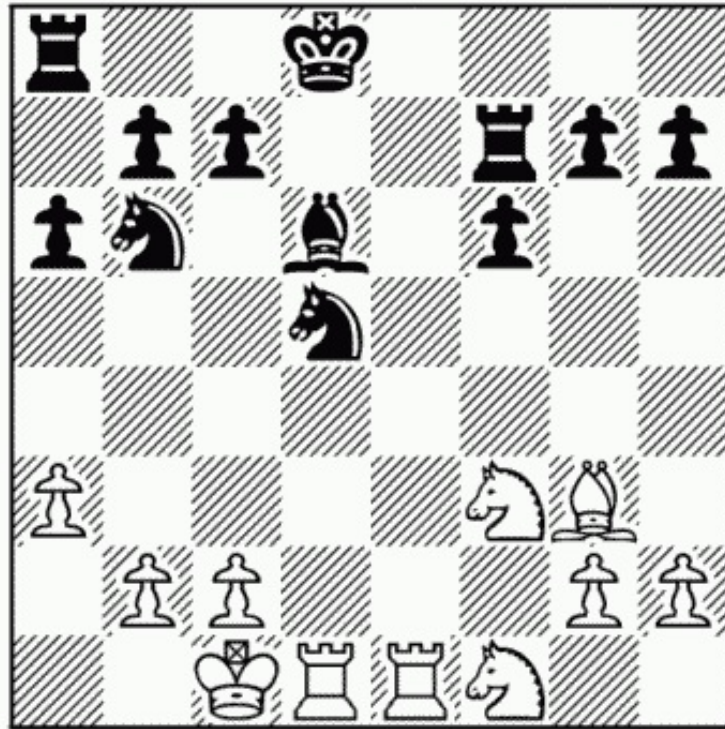
*White Moves First*

1



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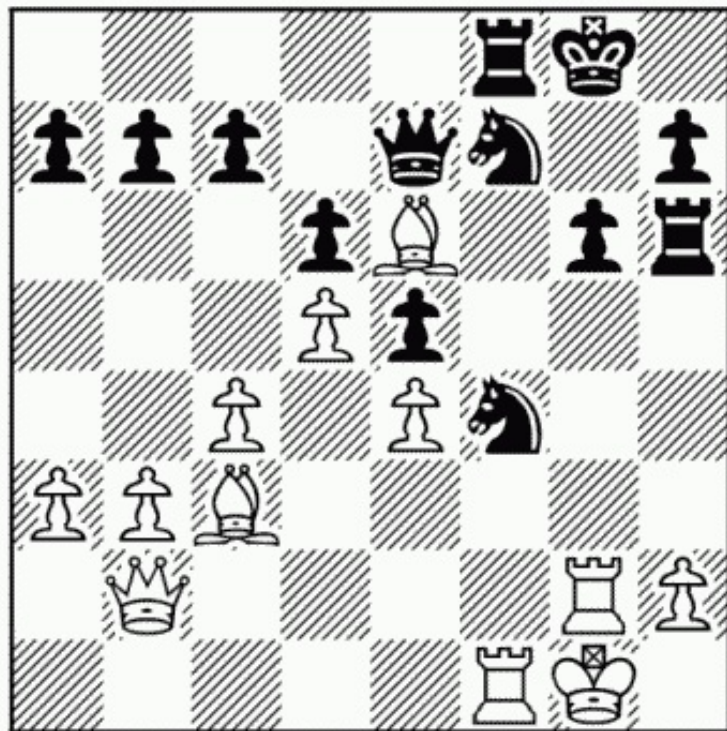




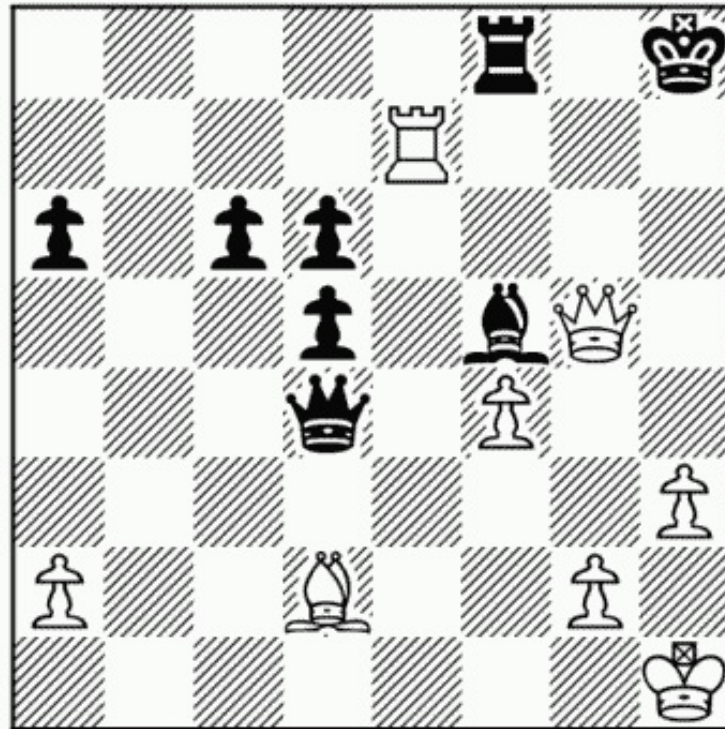


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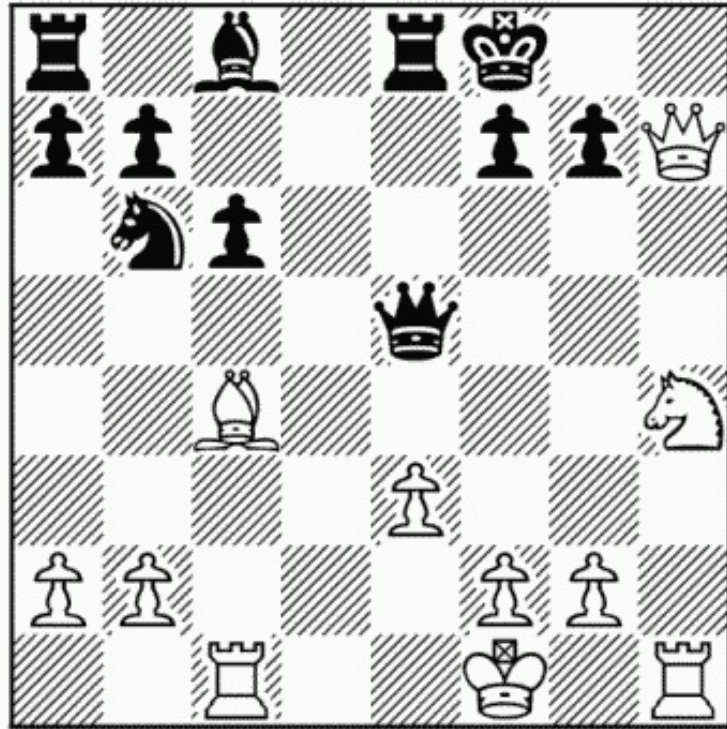




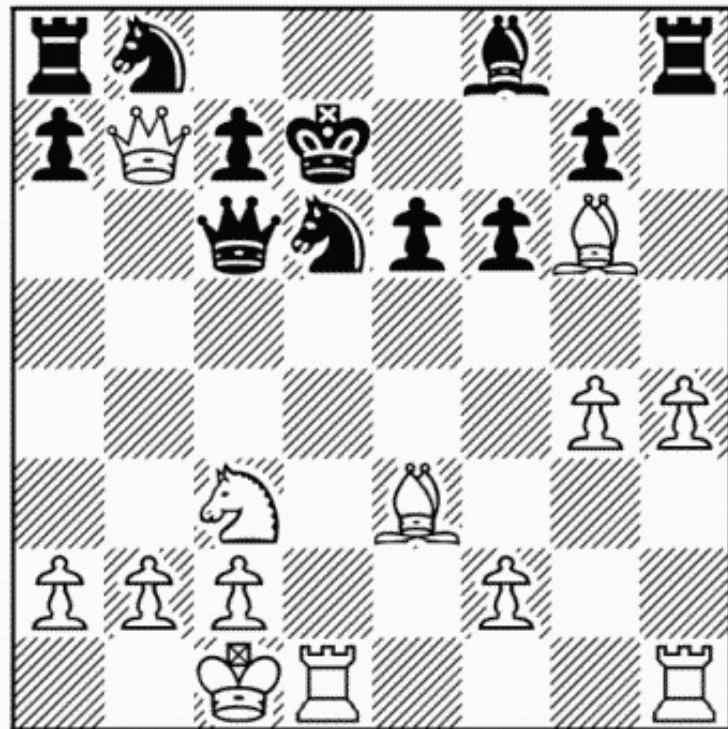
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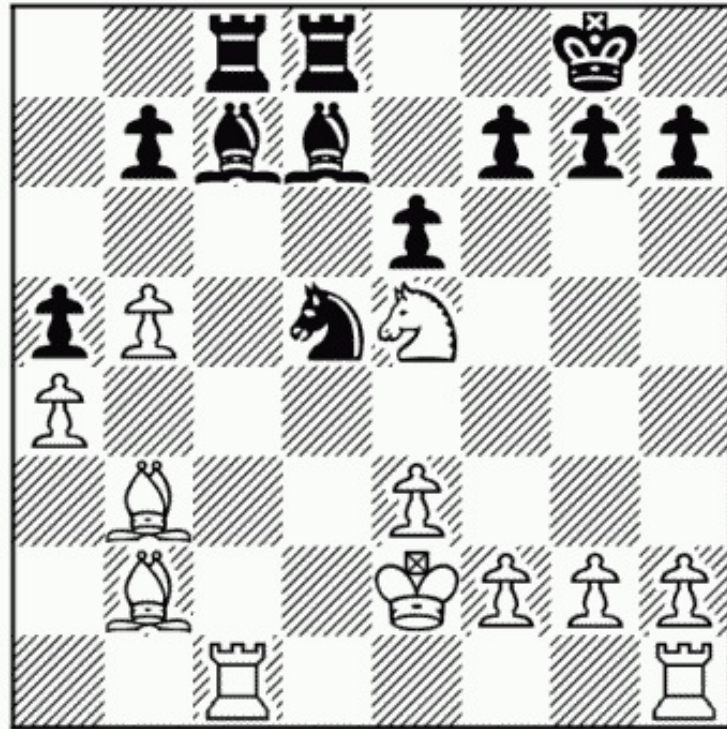


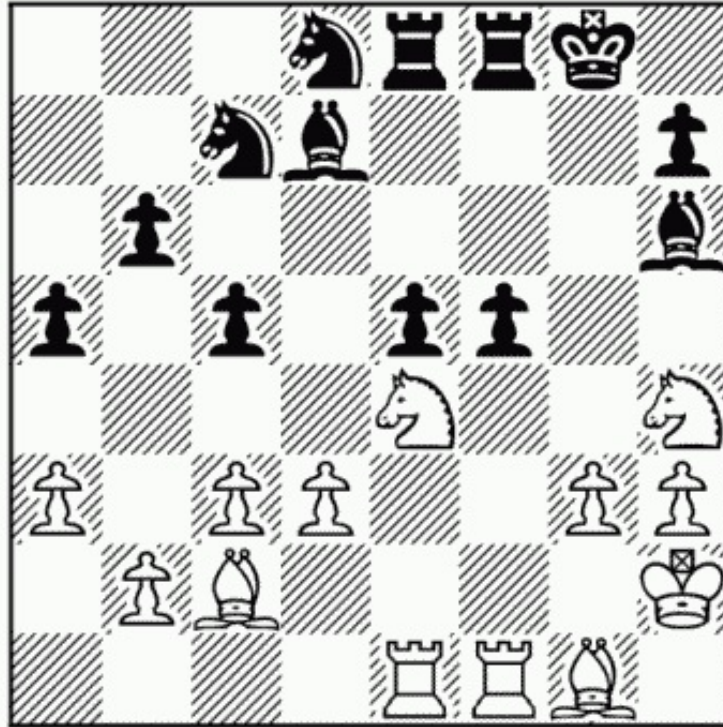
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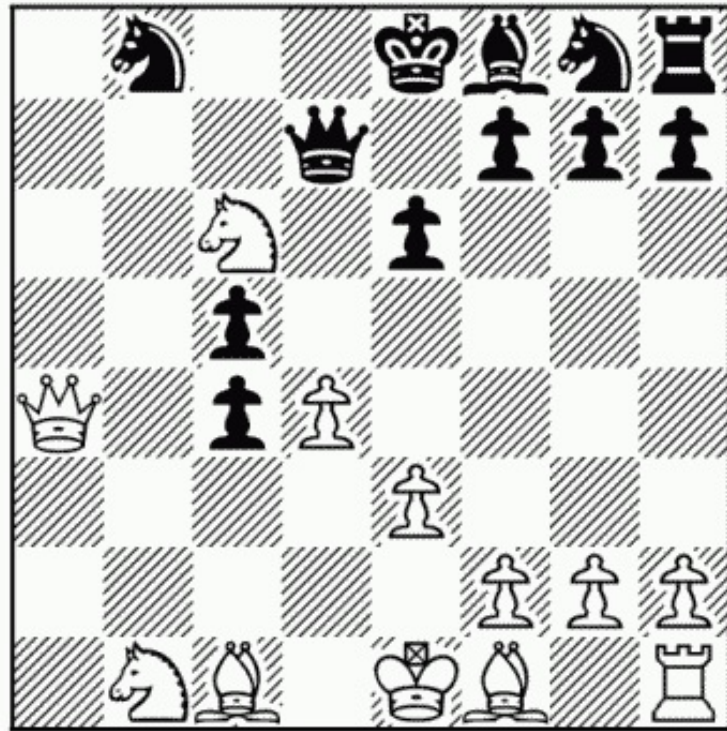


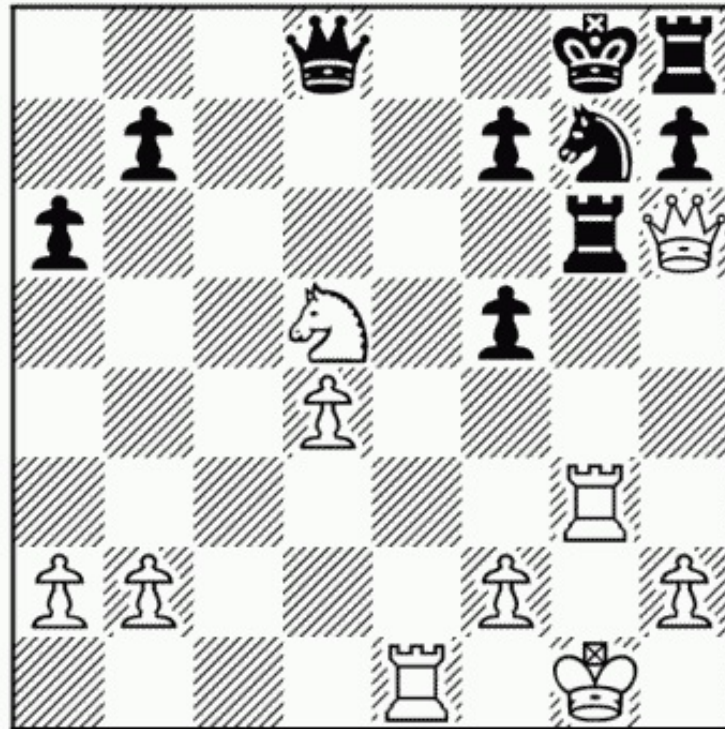




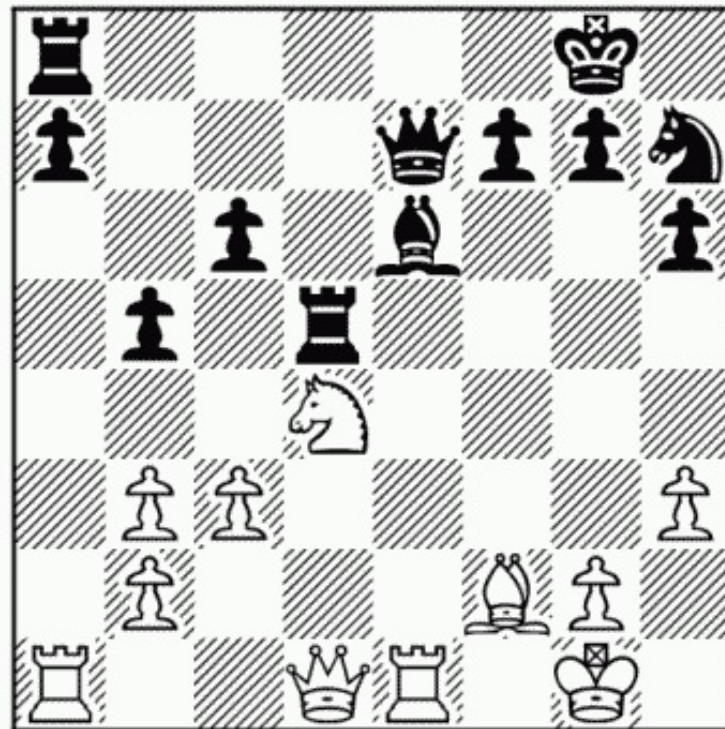


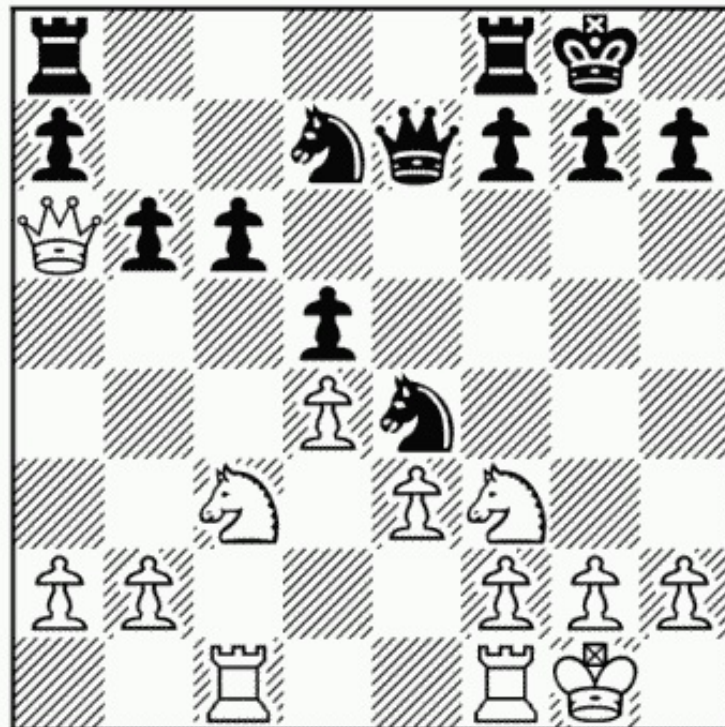


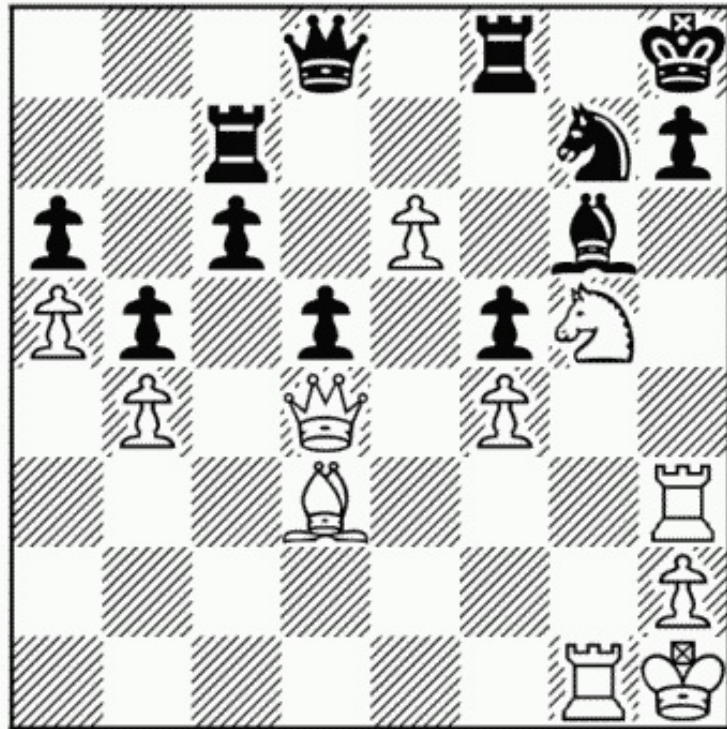




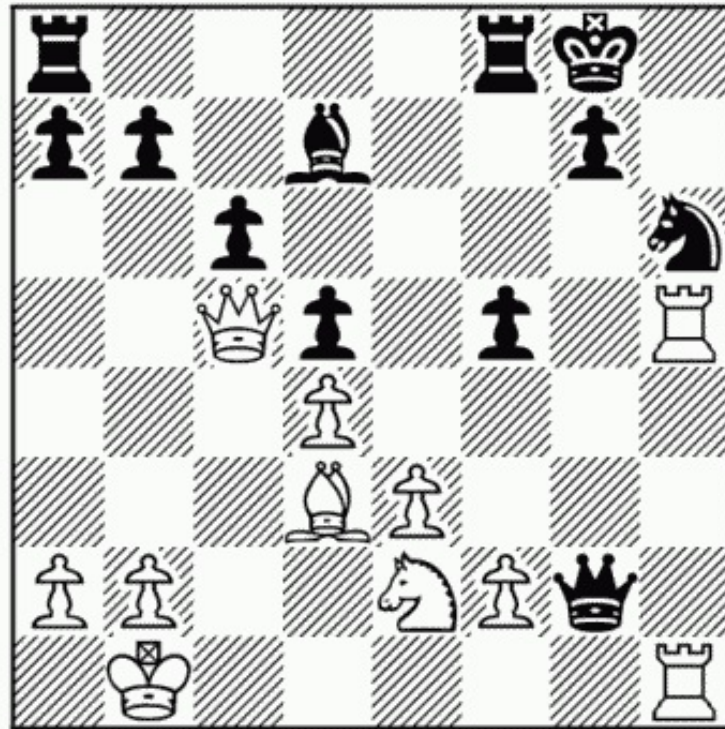


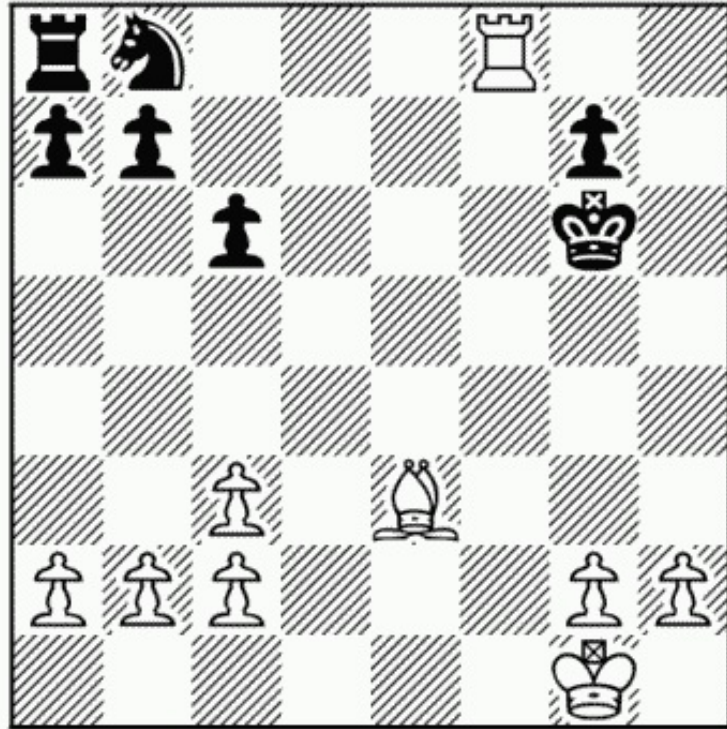


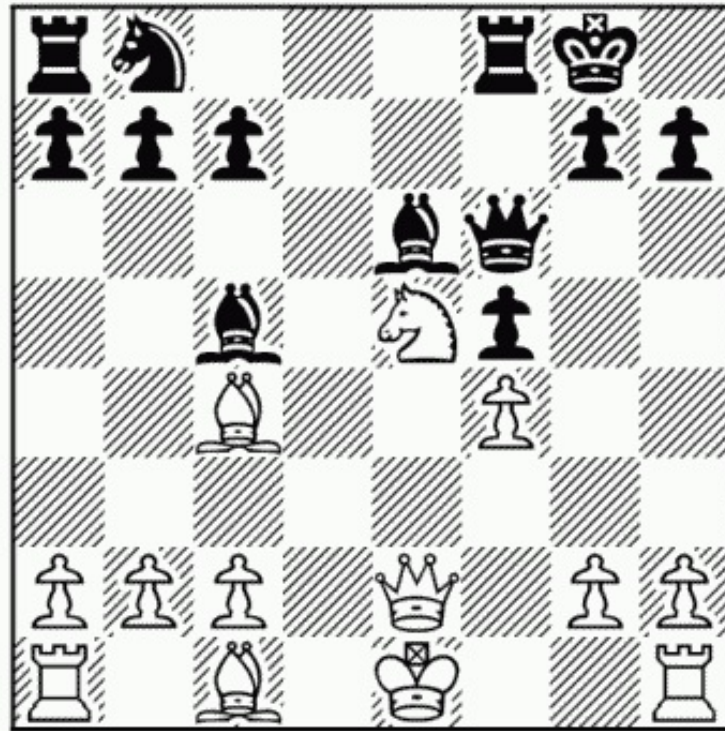


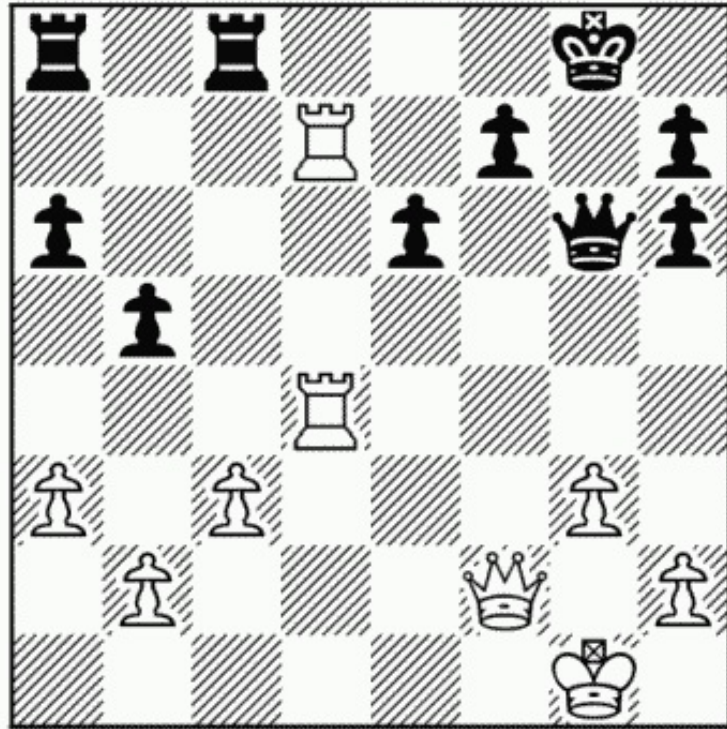


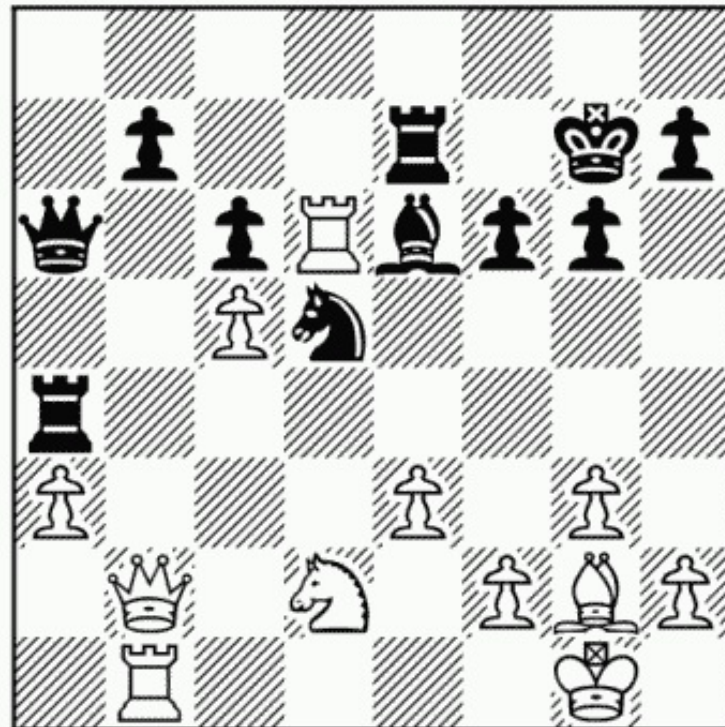




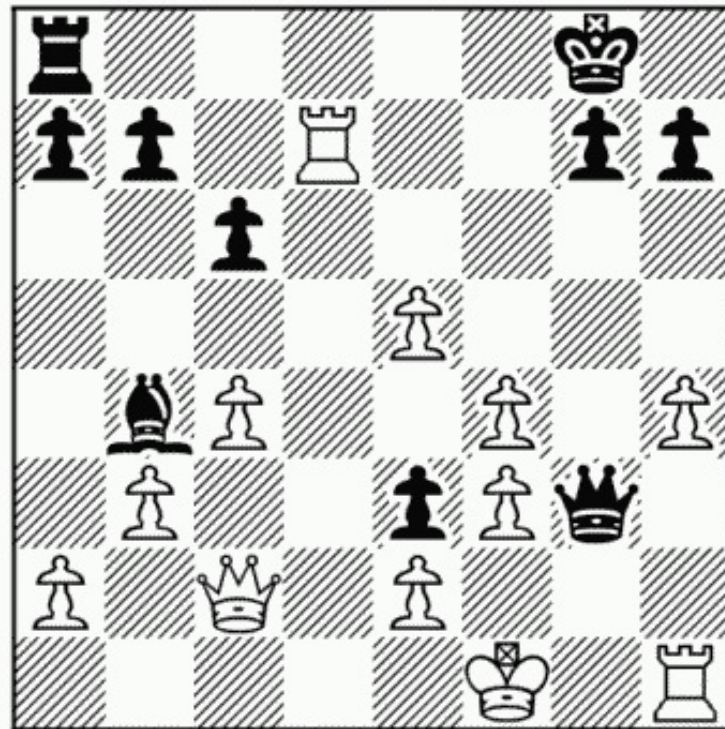


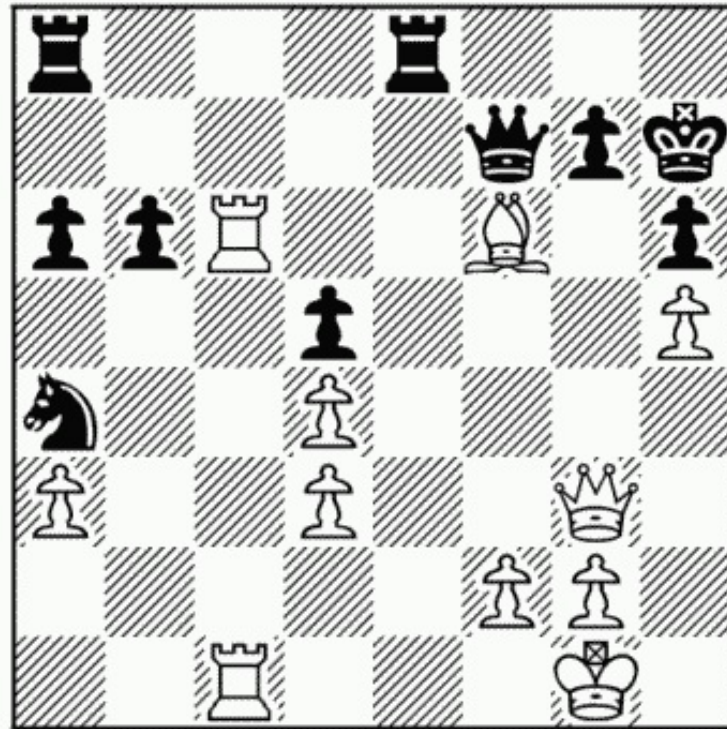


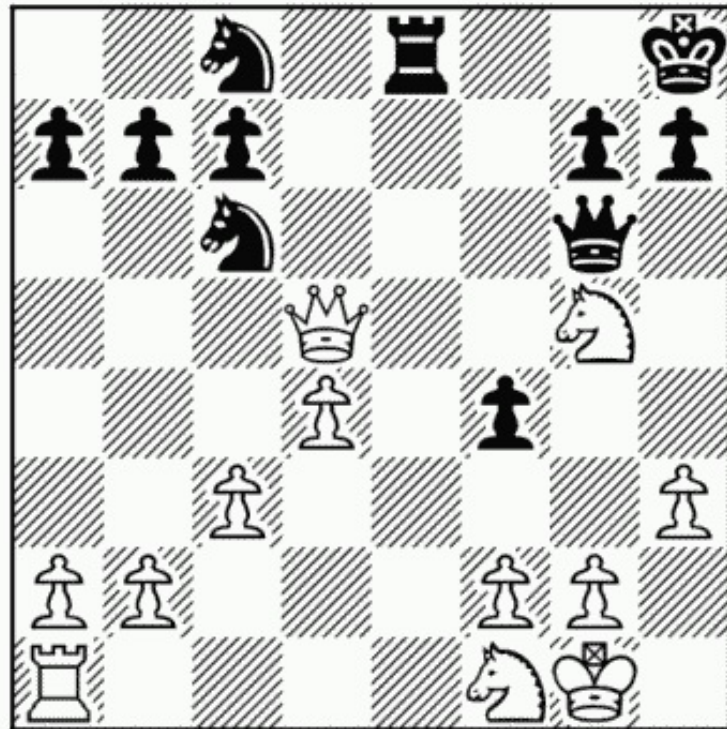




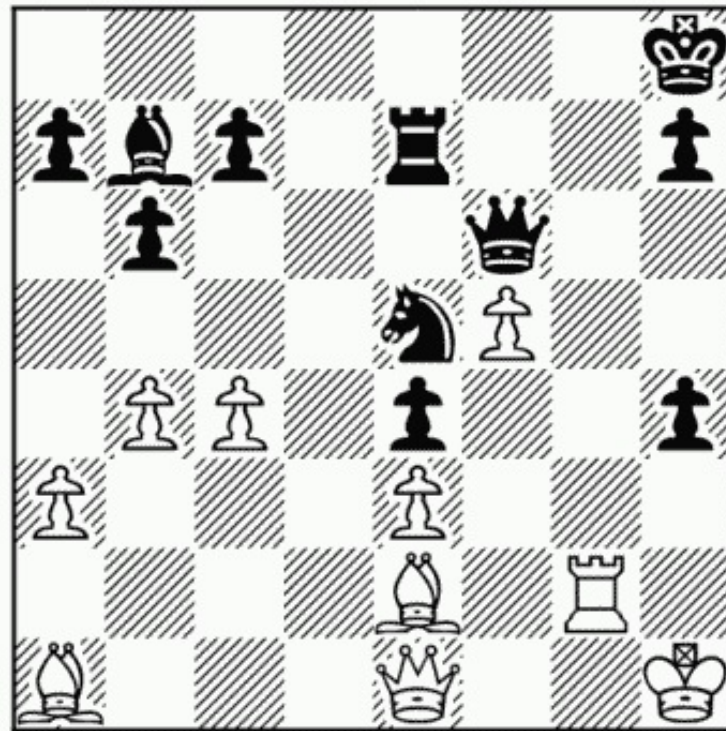


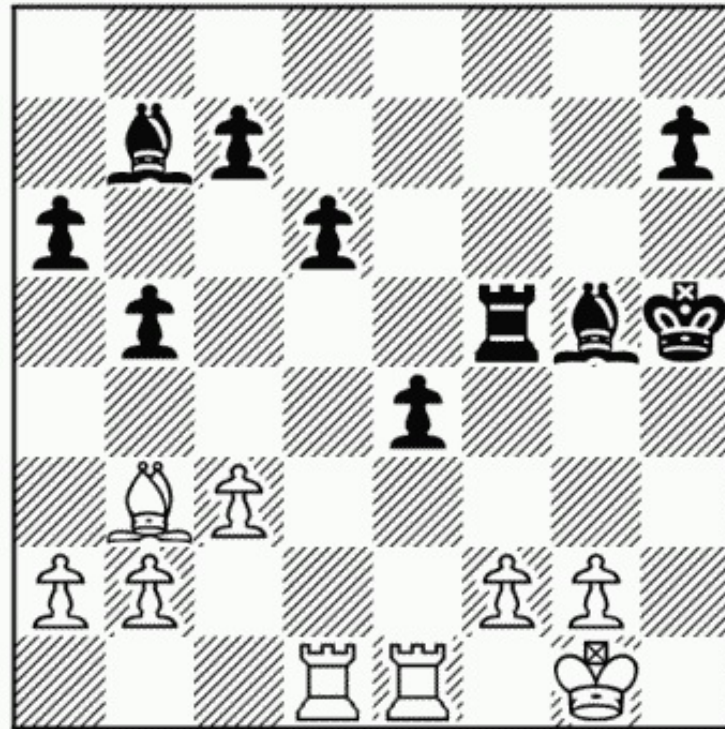


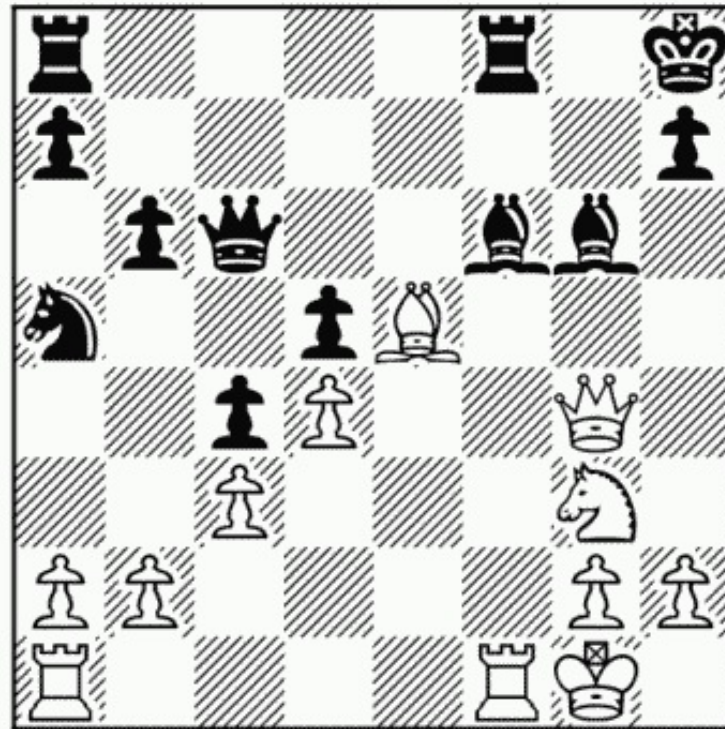


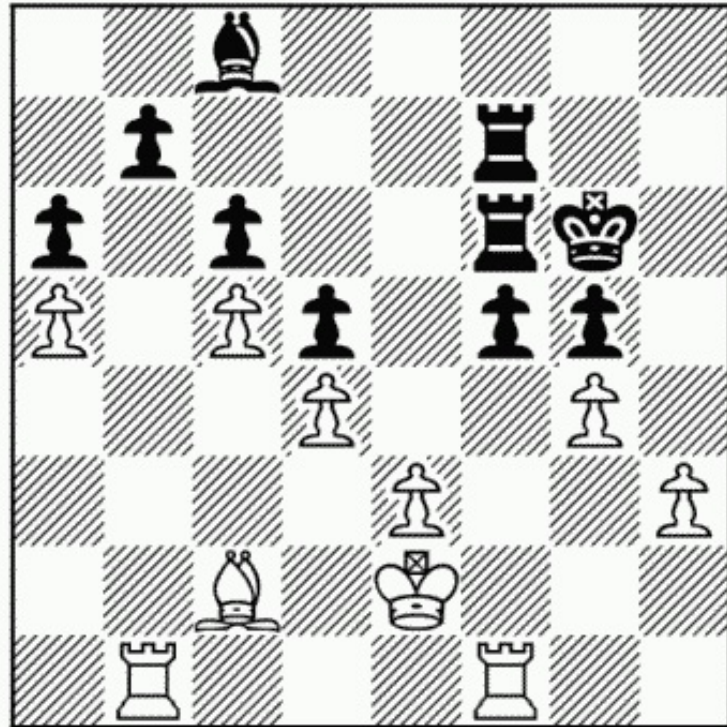


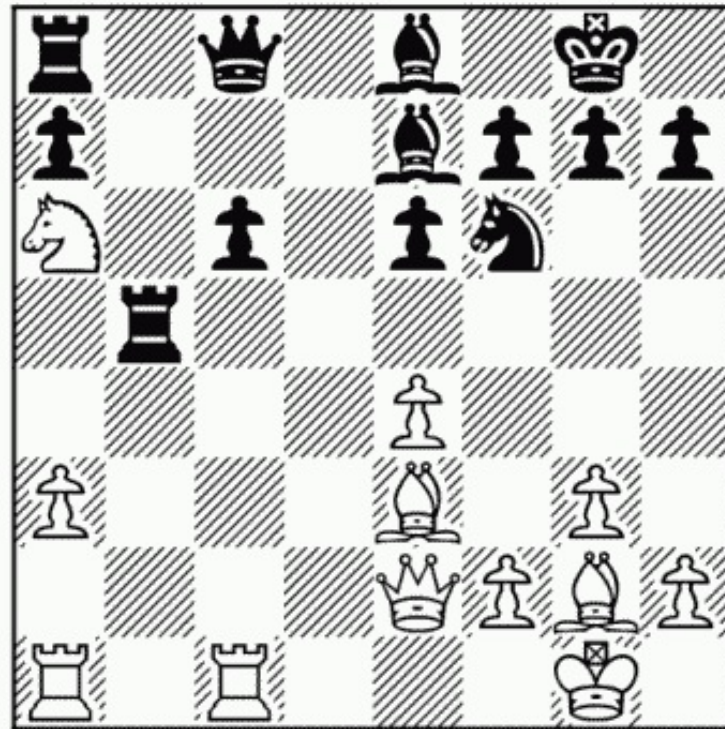




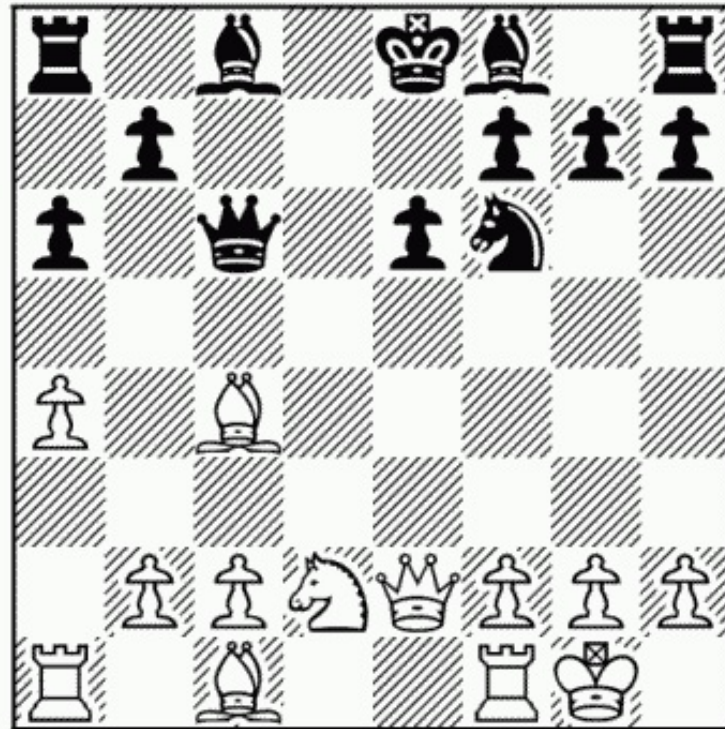


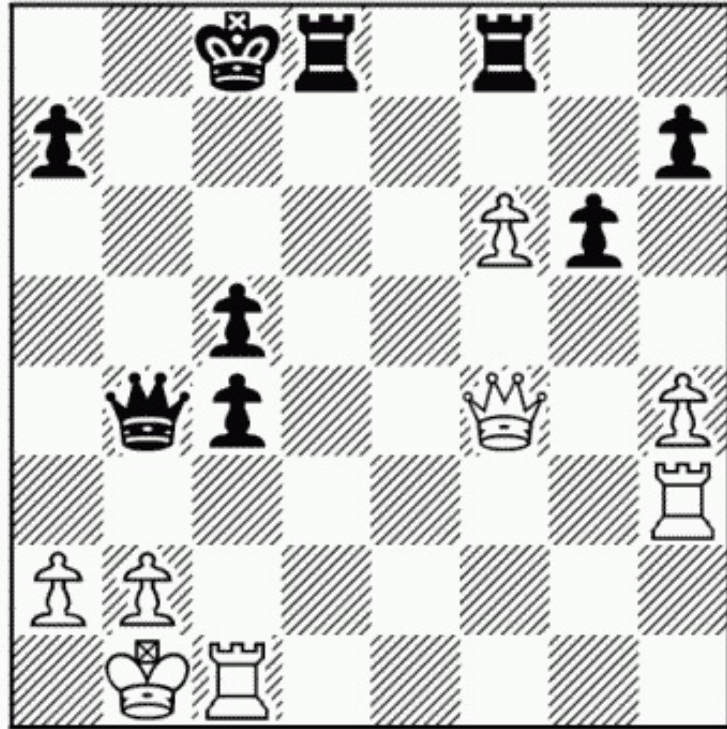


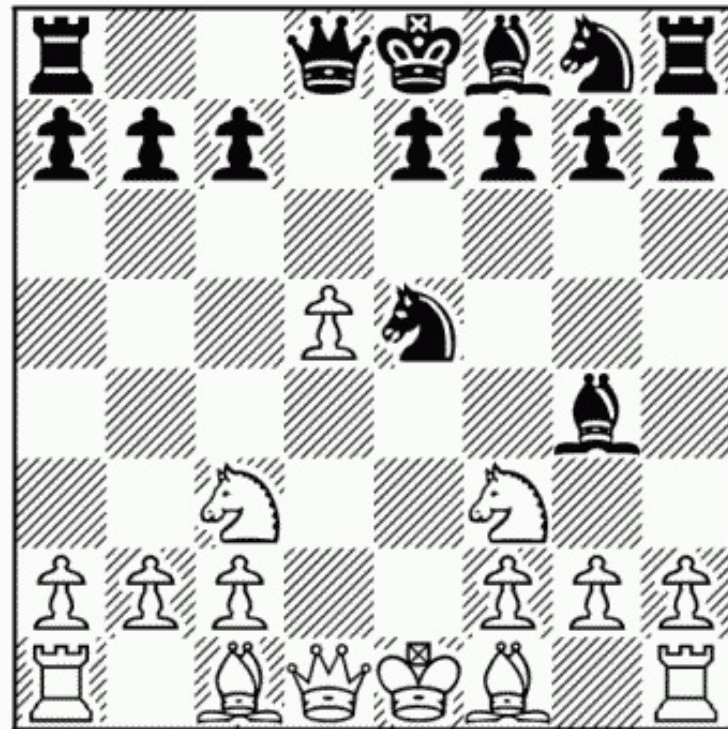




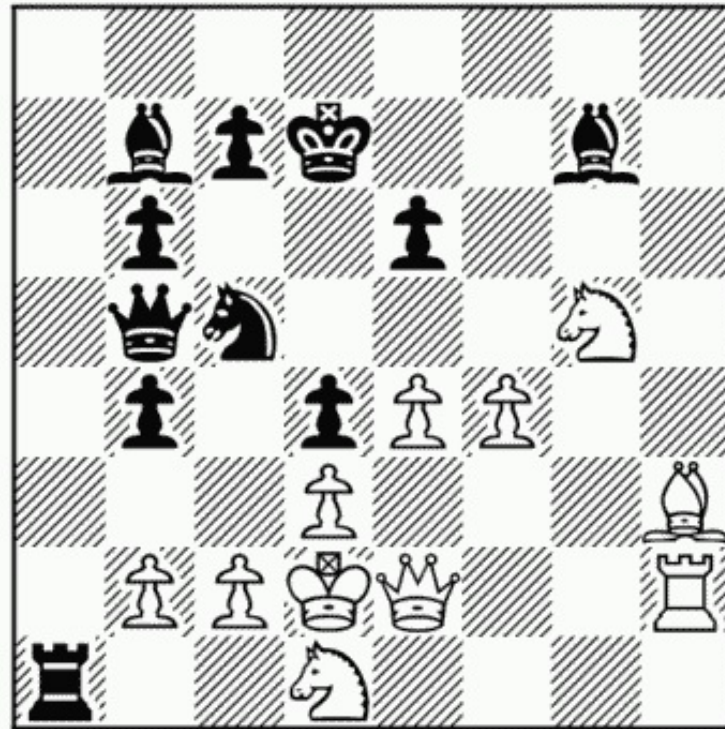


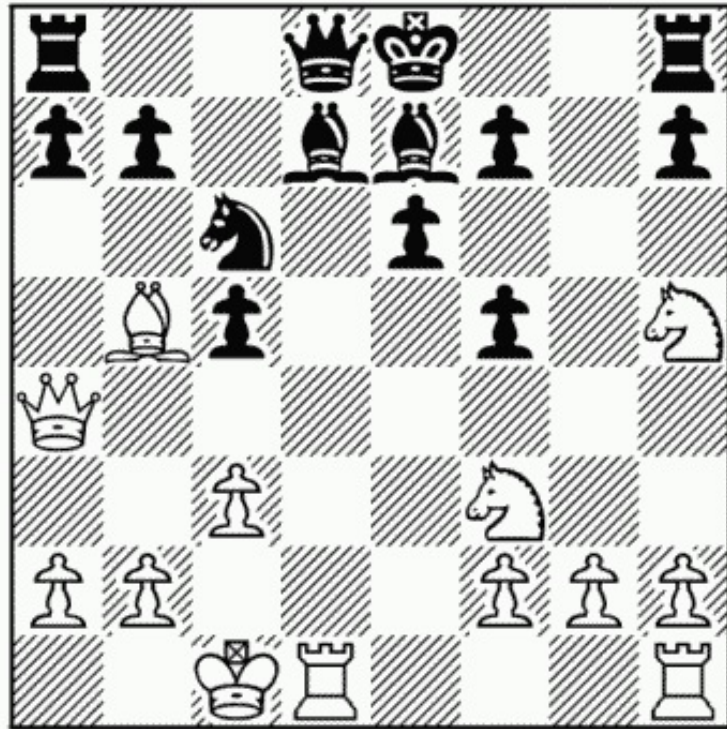


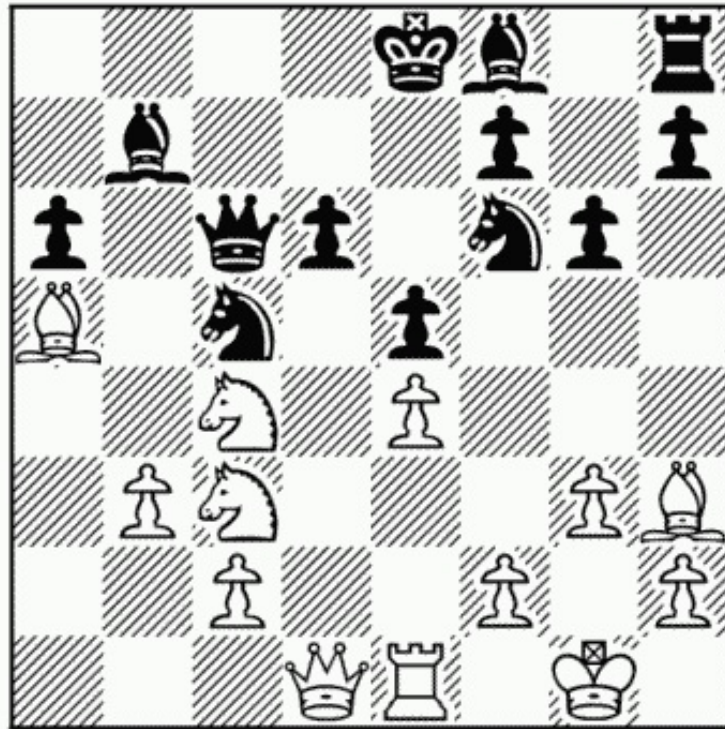


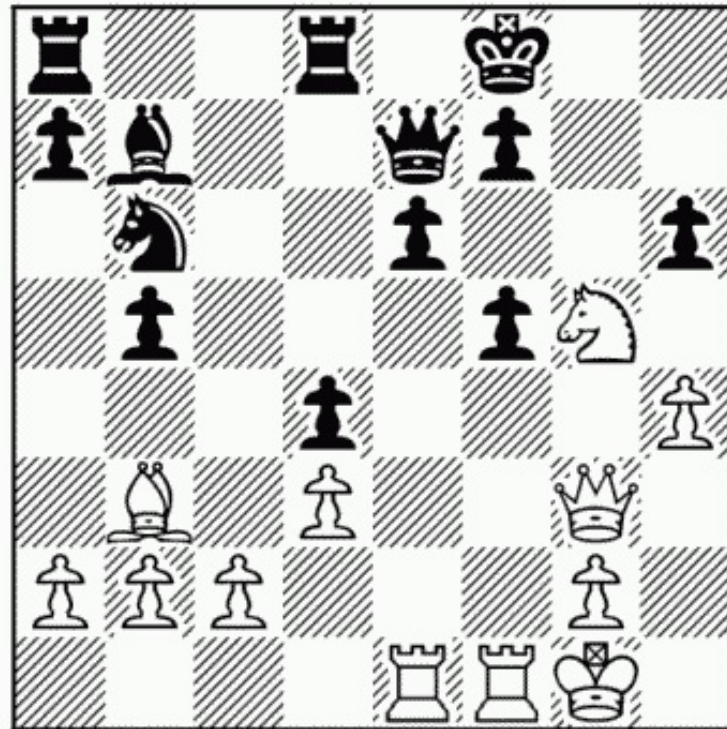


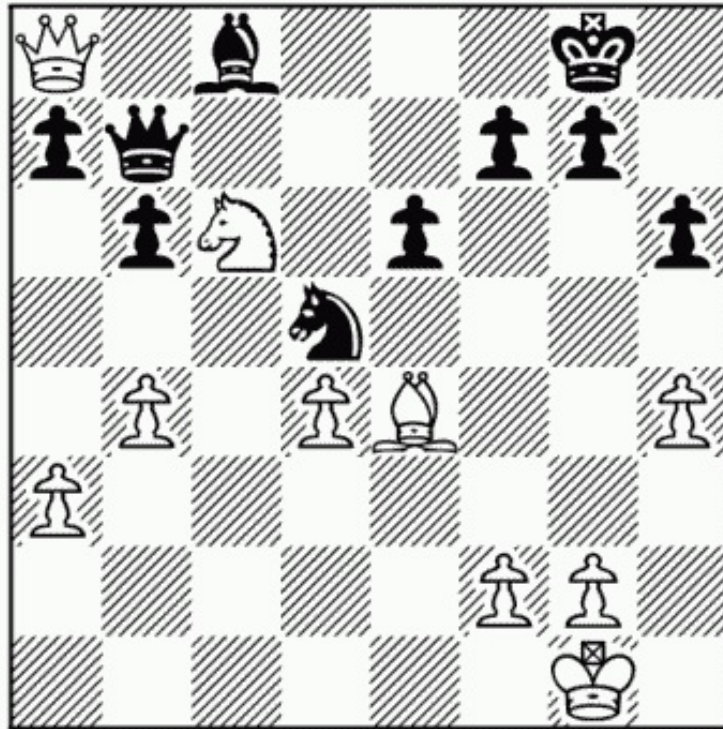




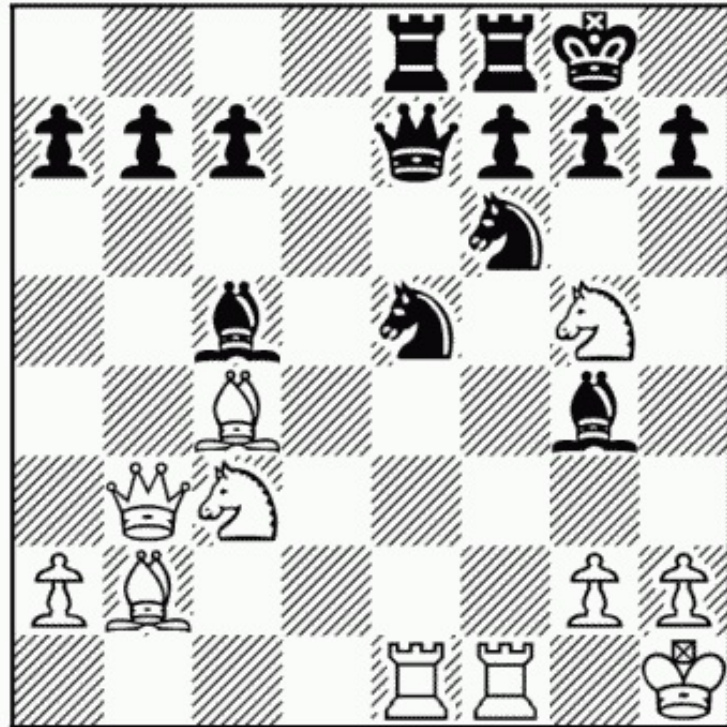


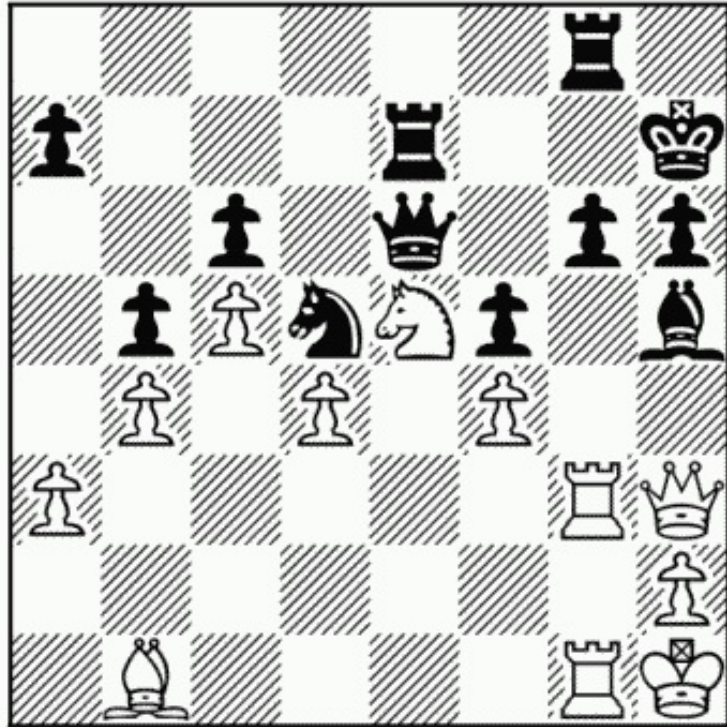


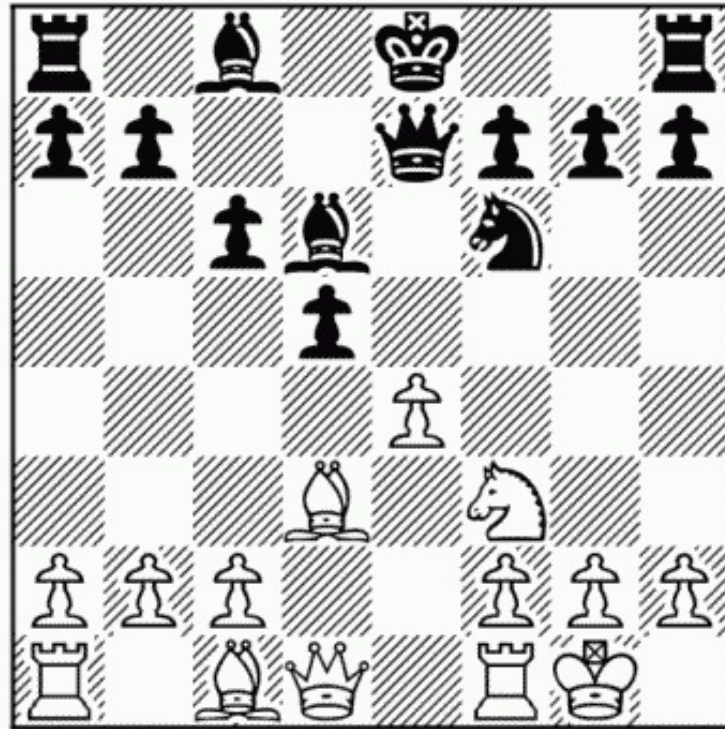




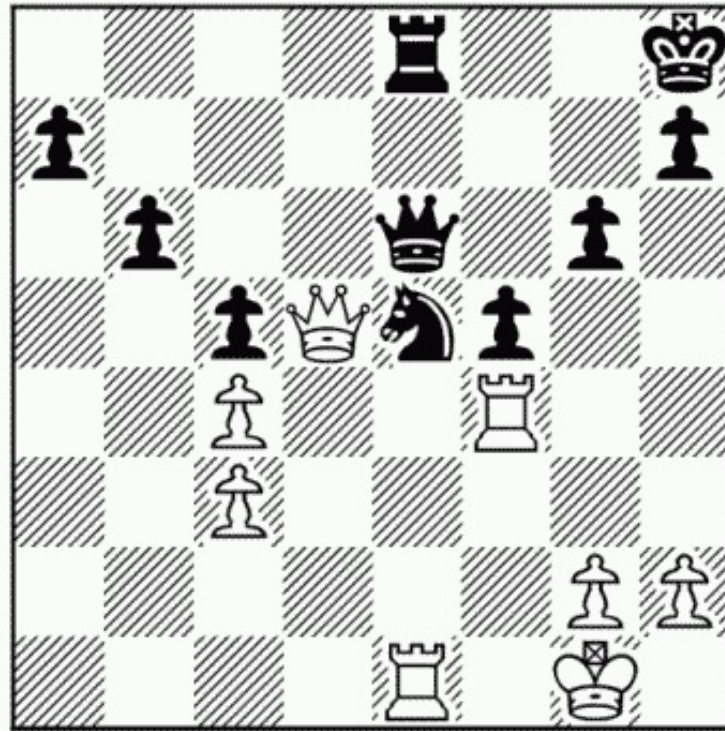


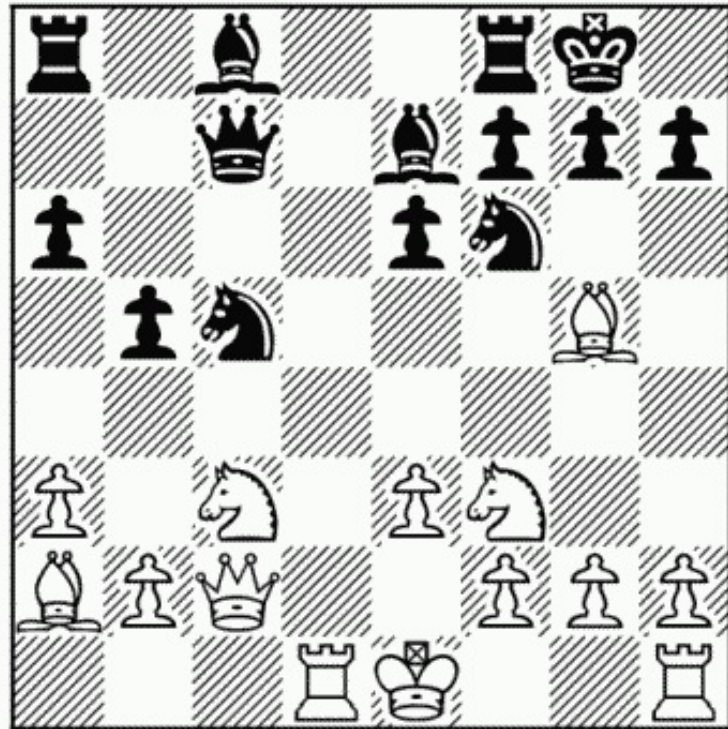


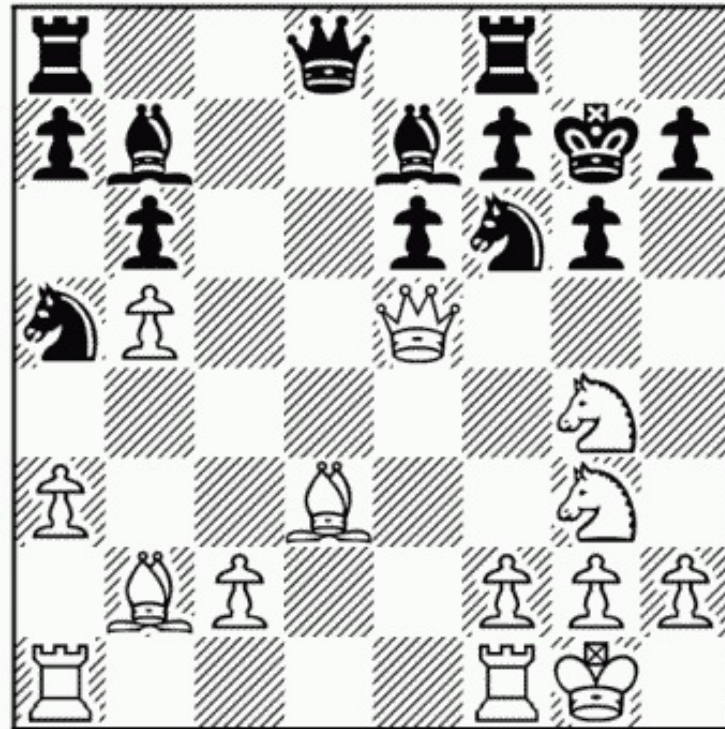


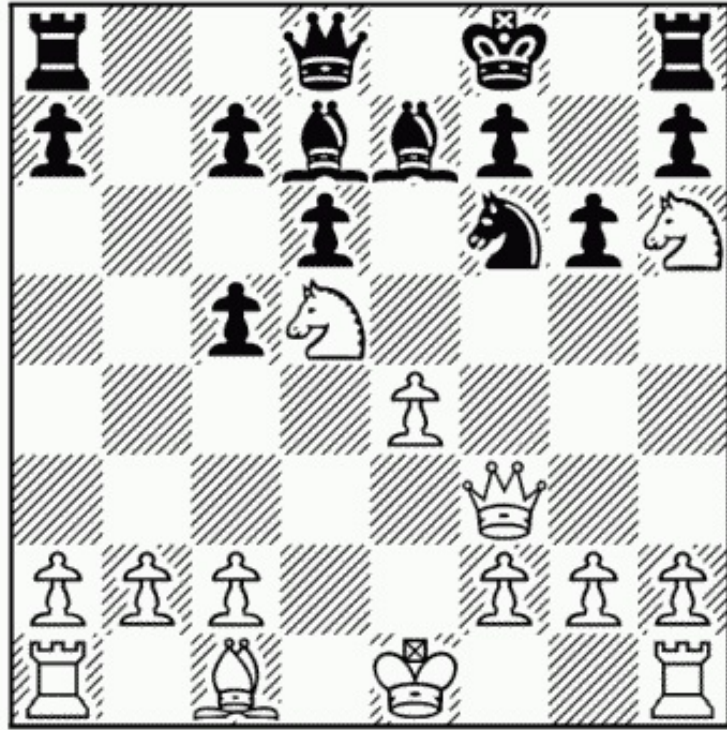


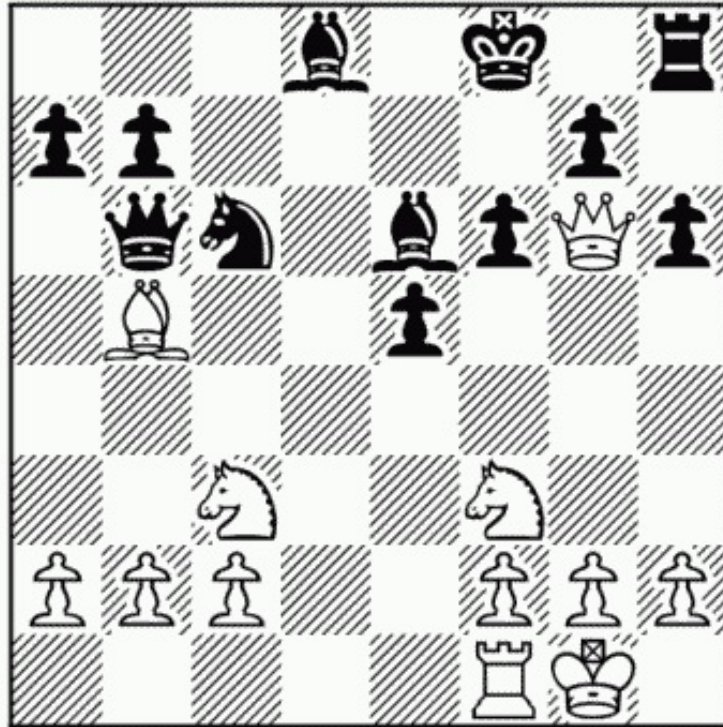




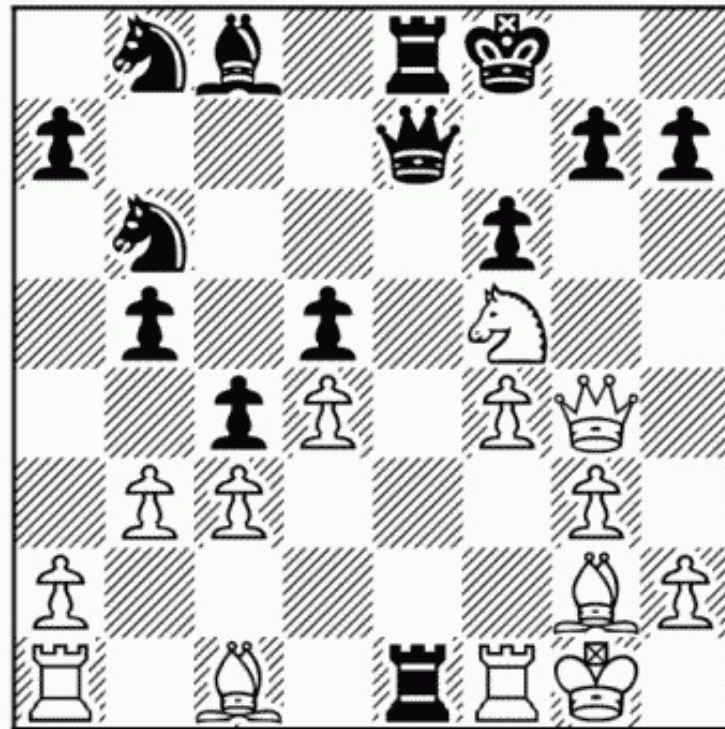




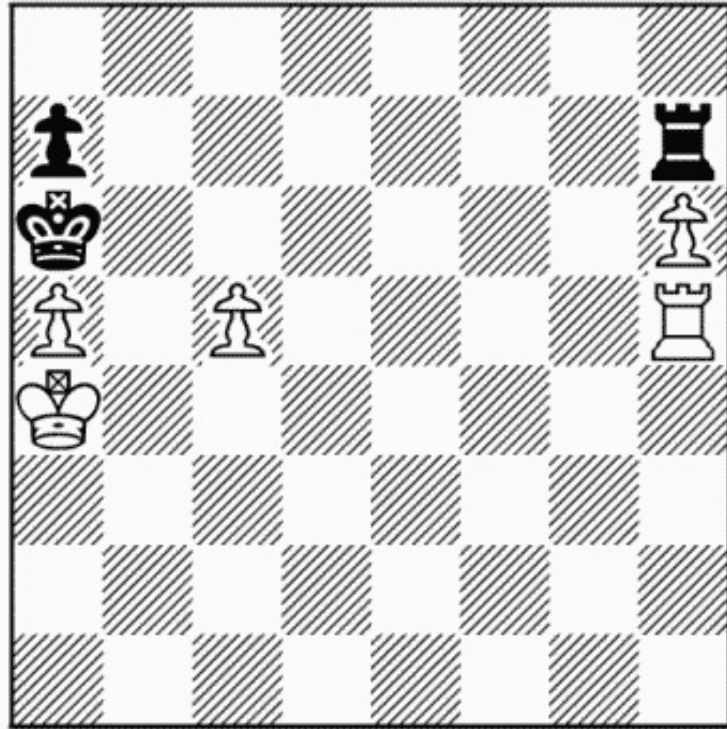


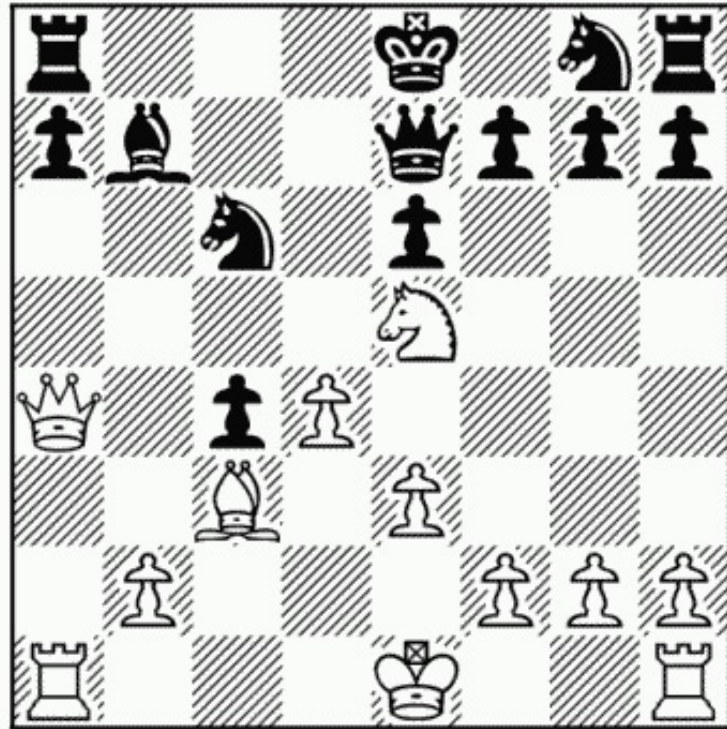


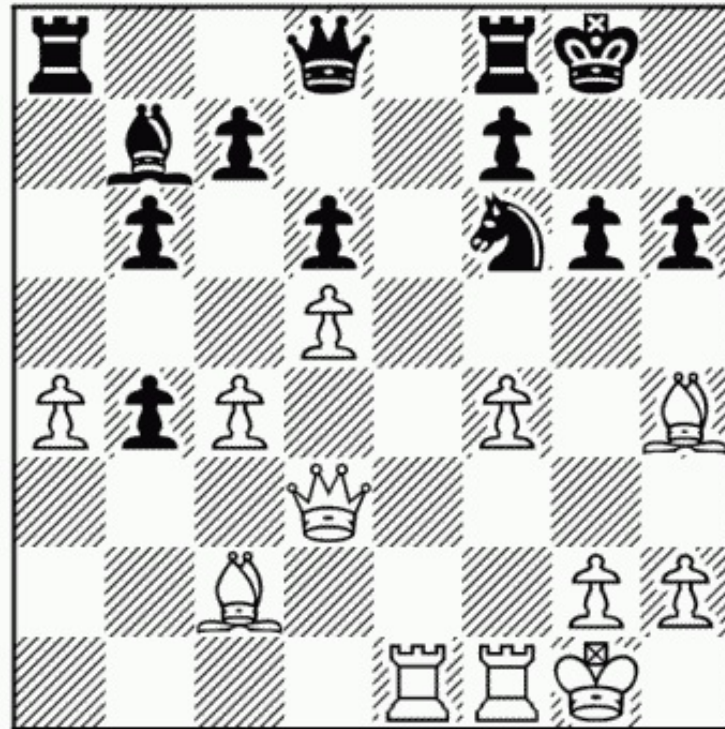


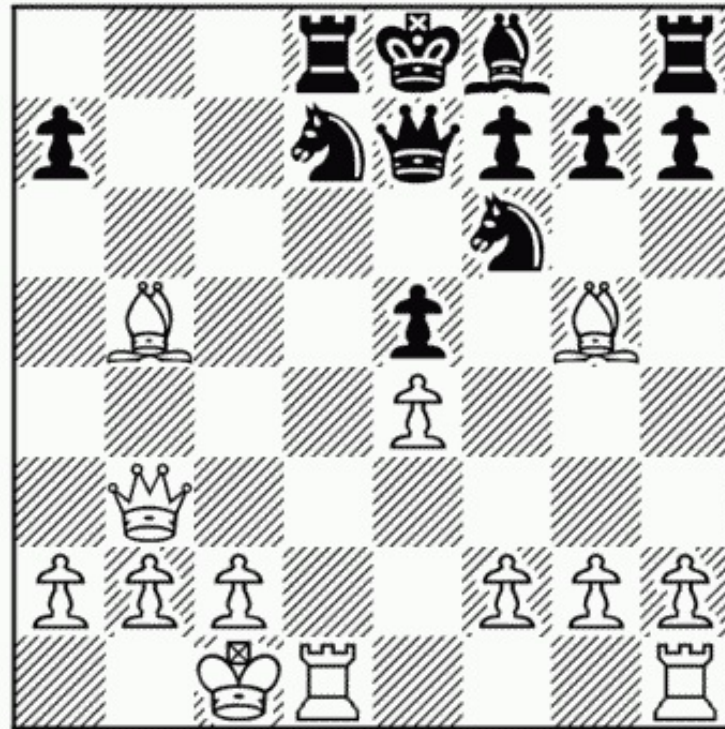


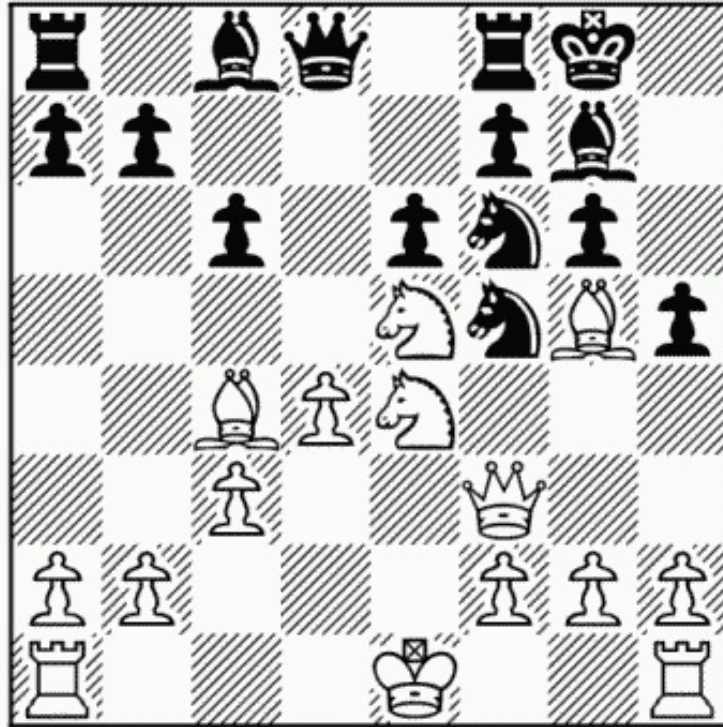




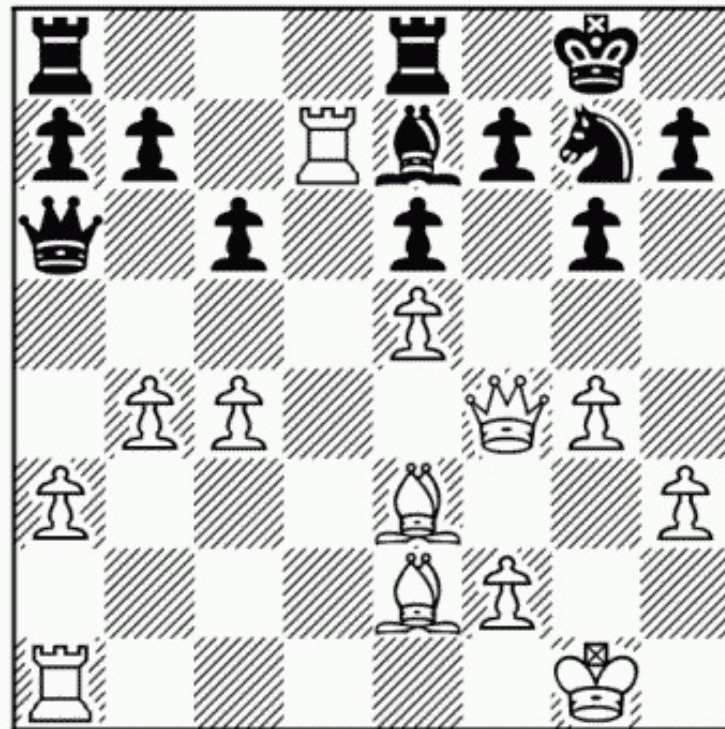




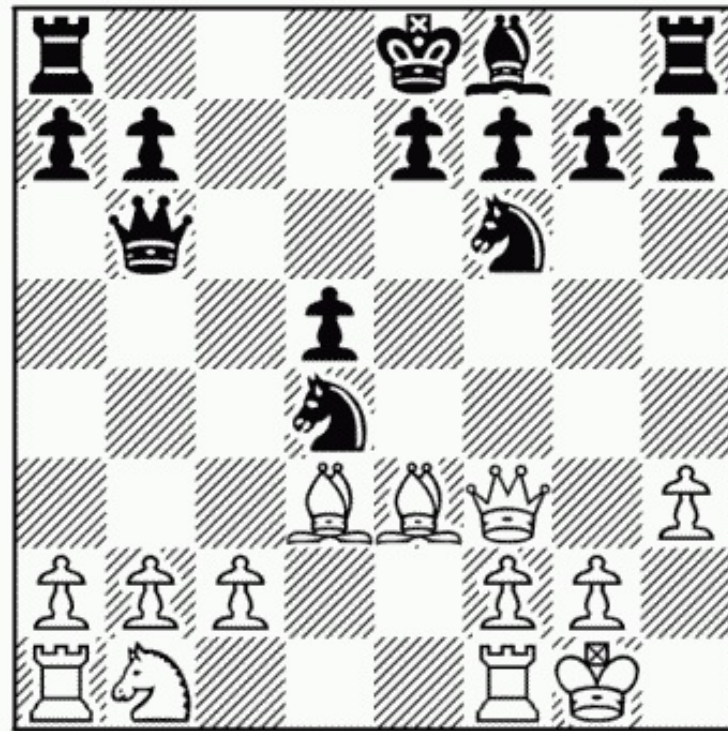


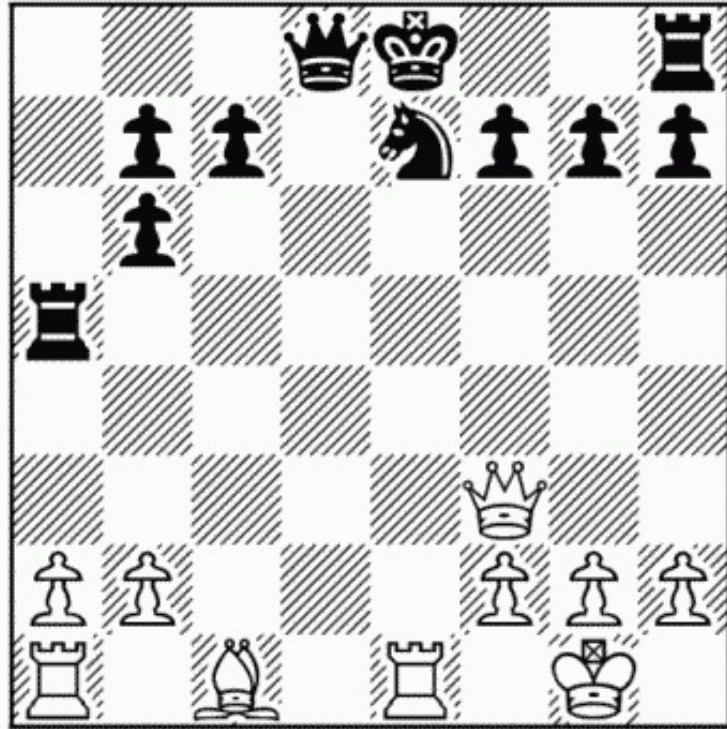


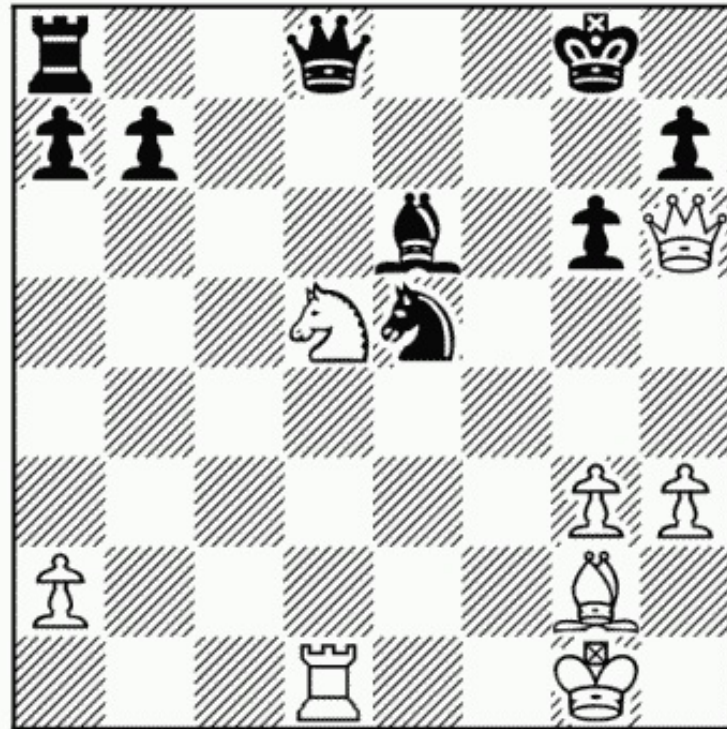


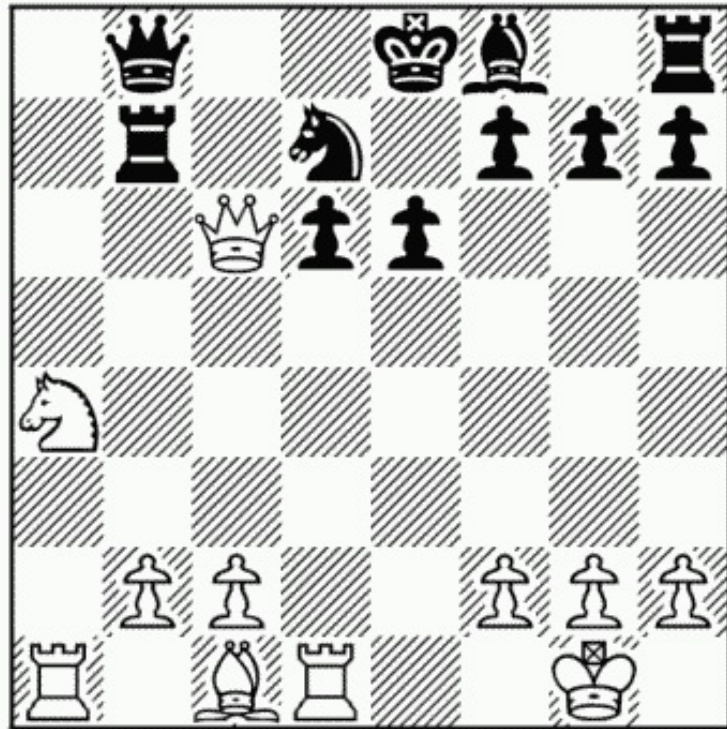


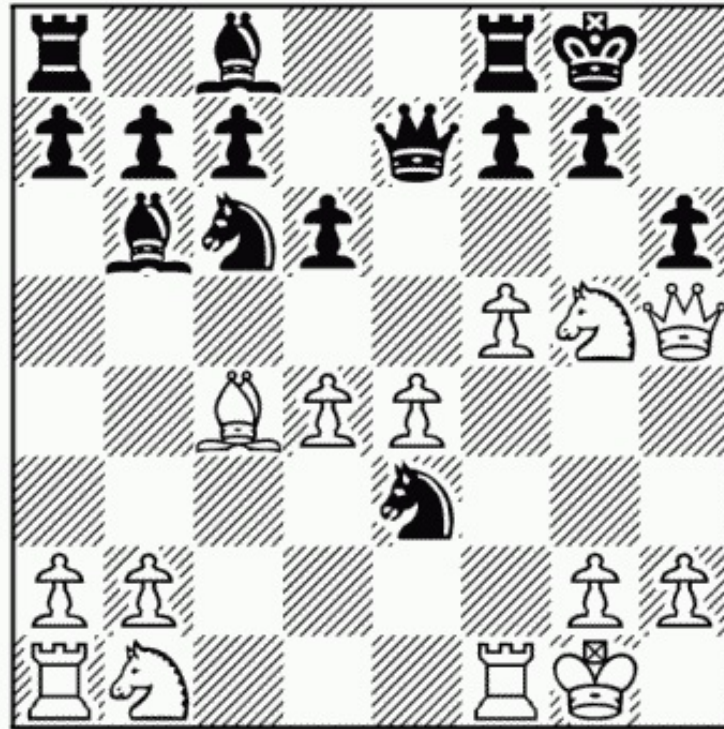




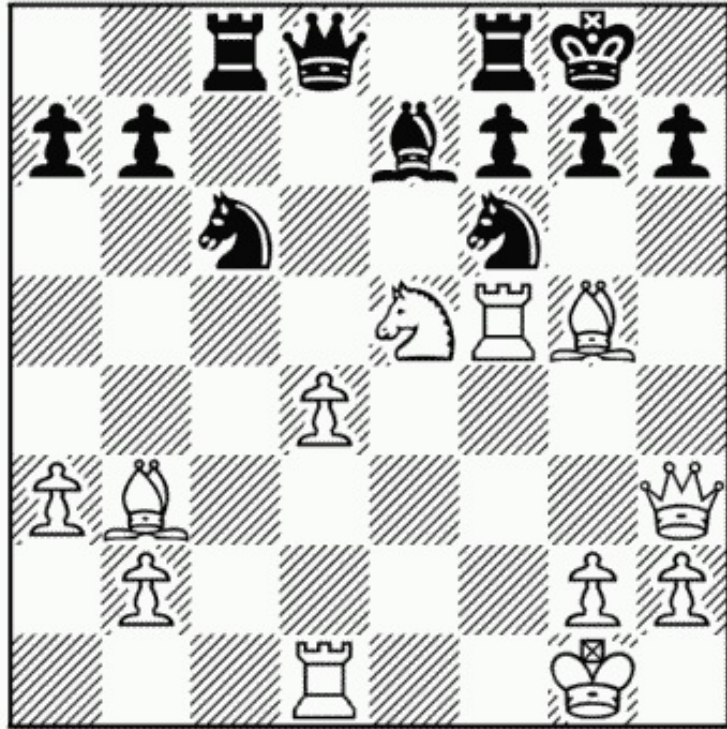




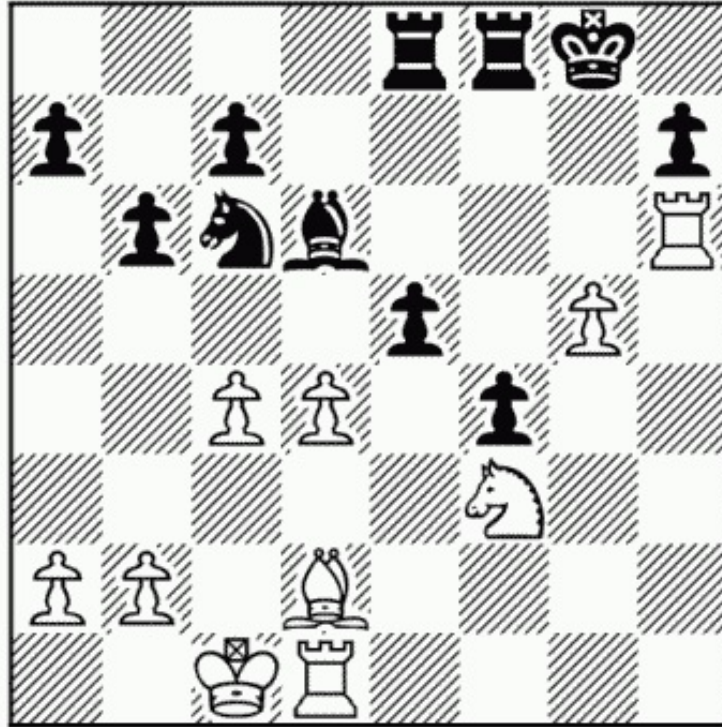


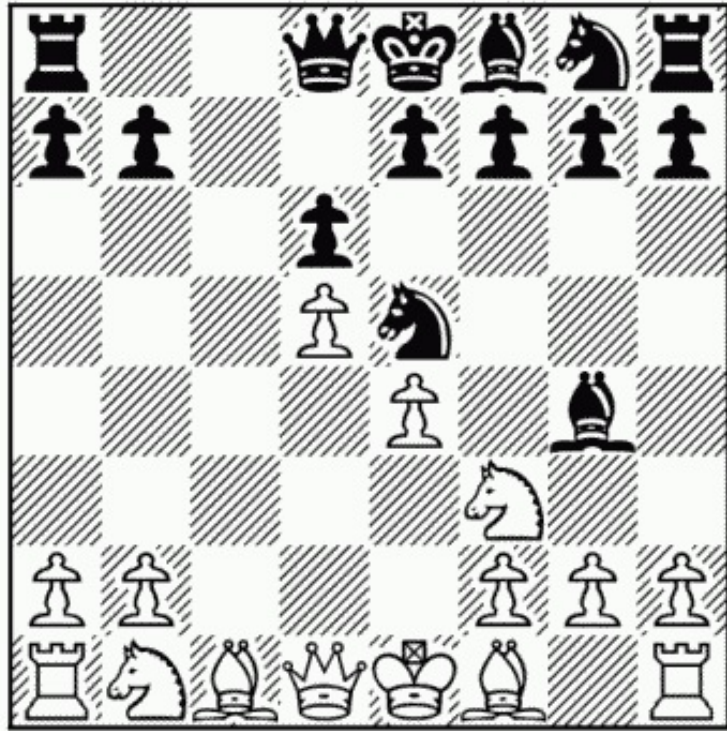


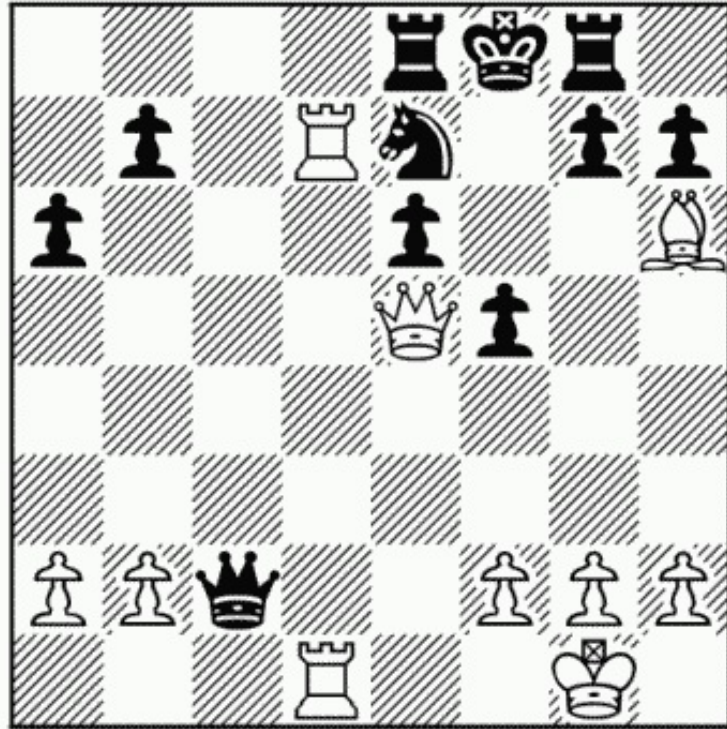


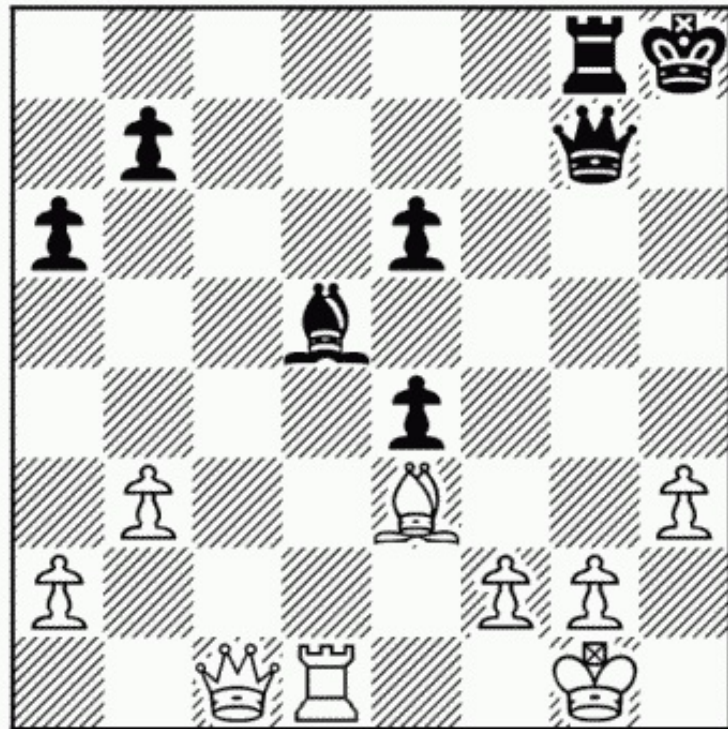


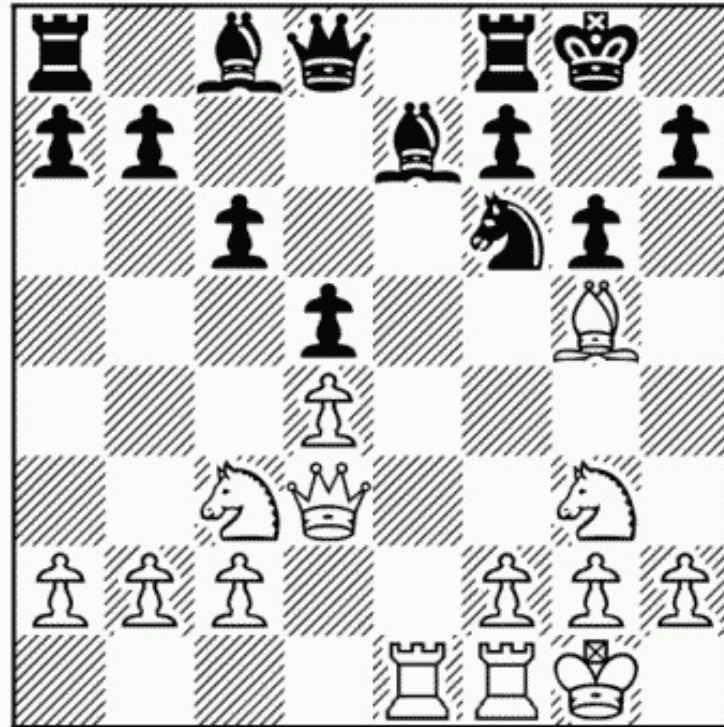




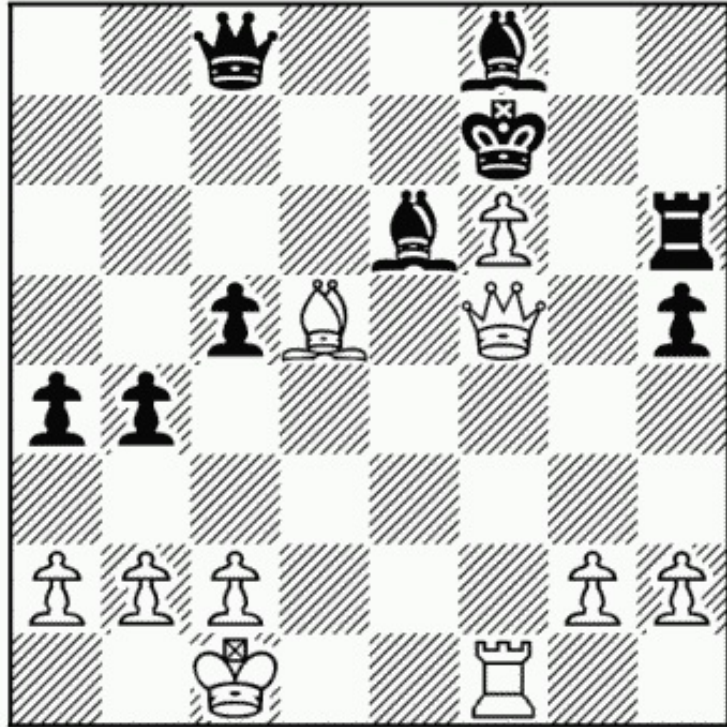




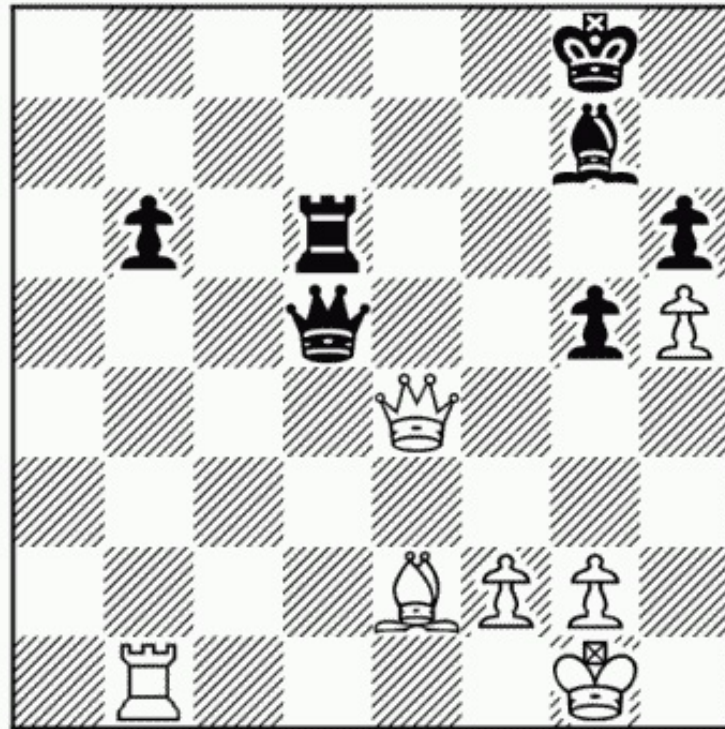


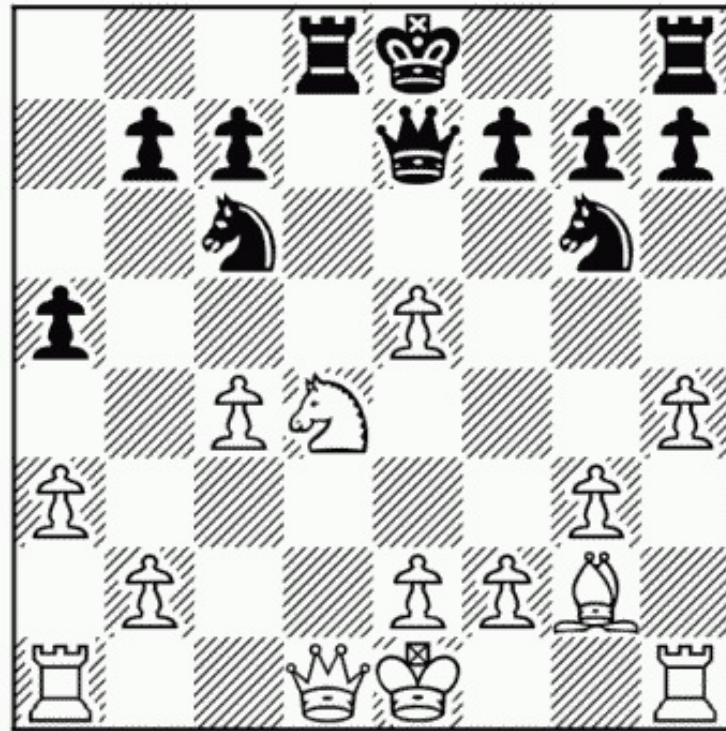


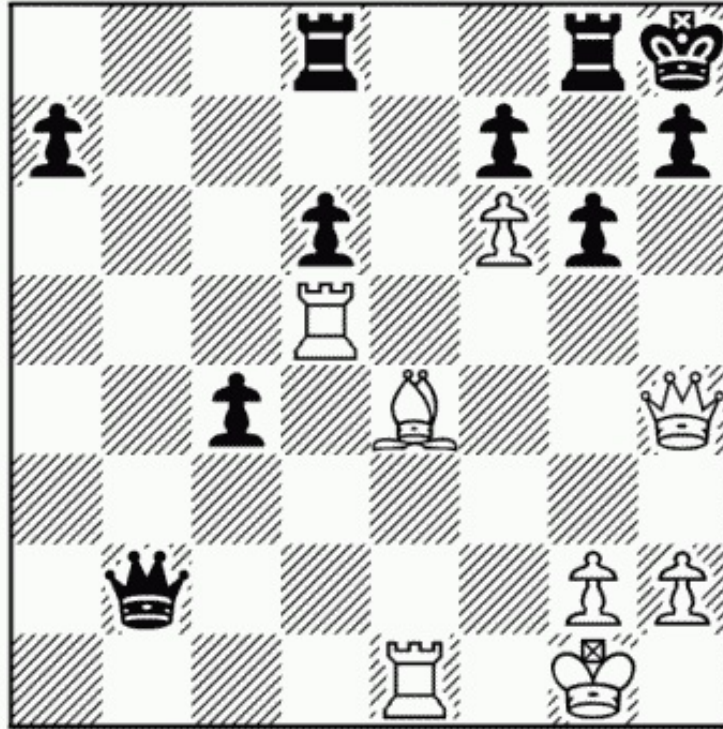


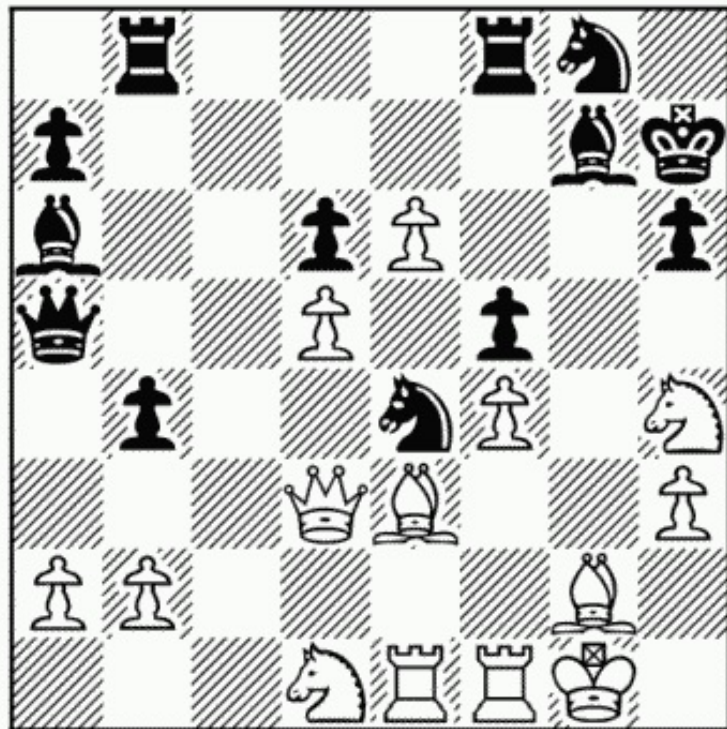


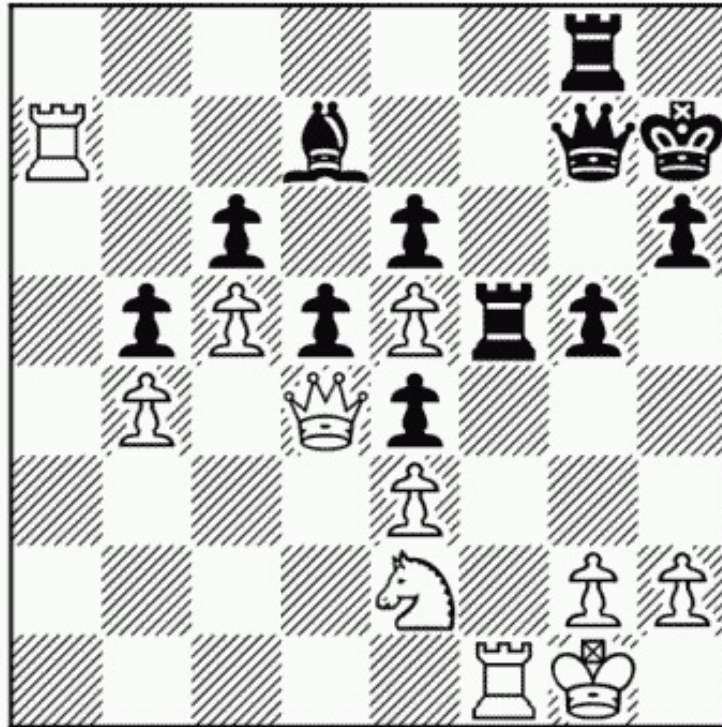




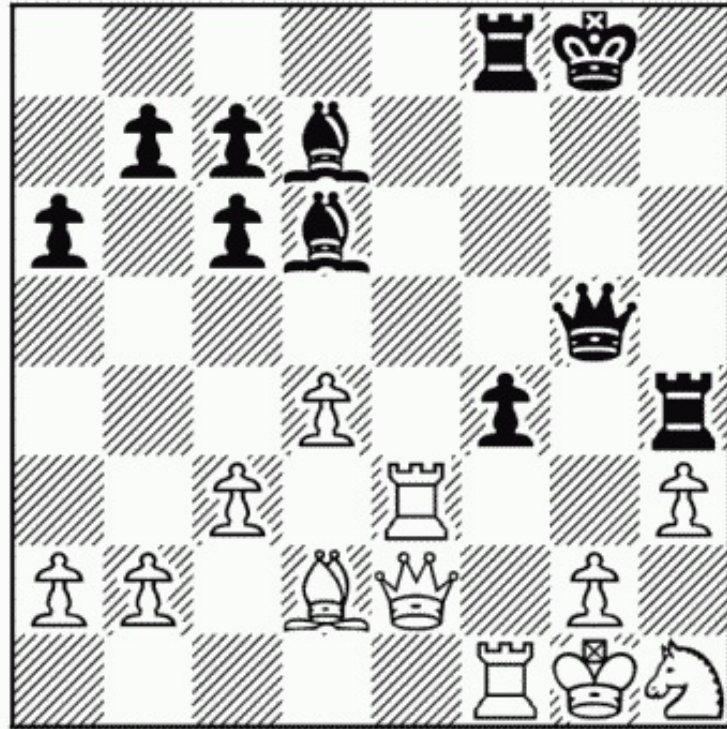




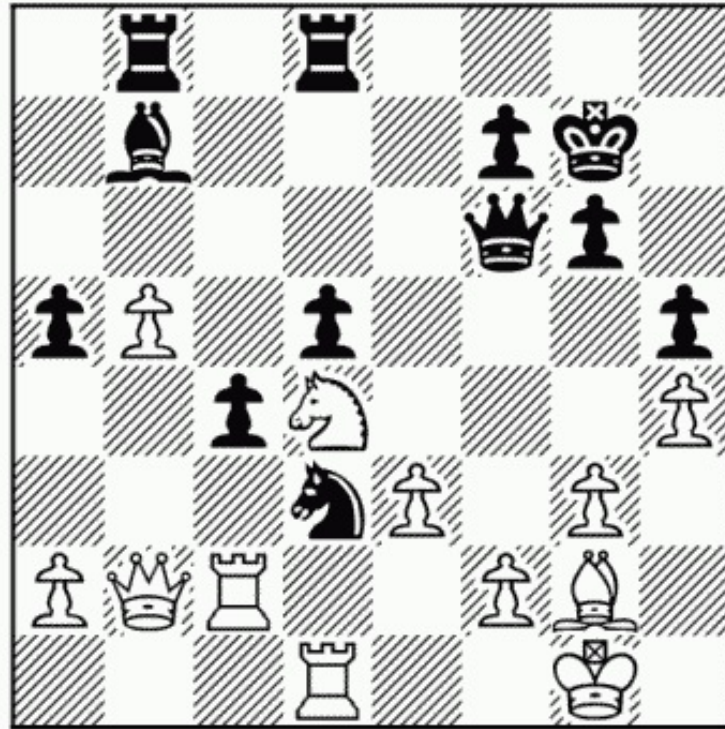


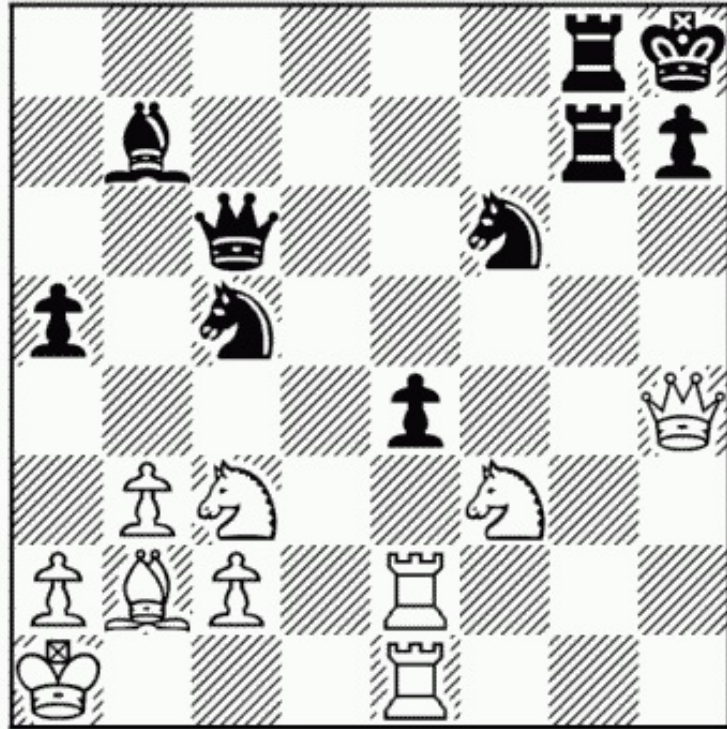


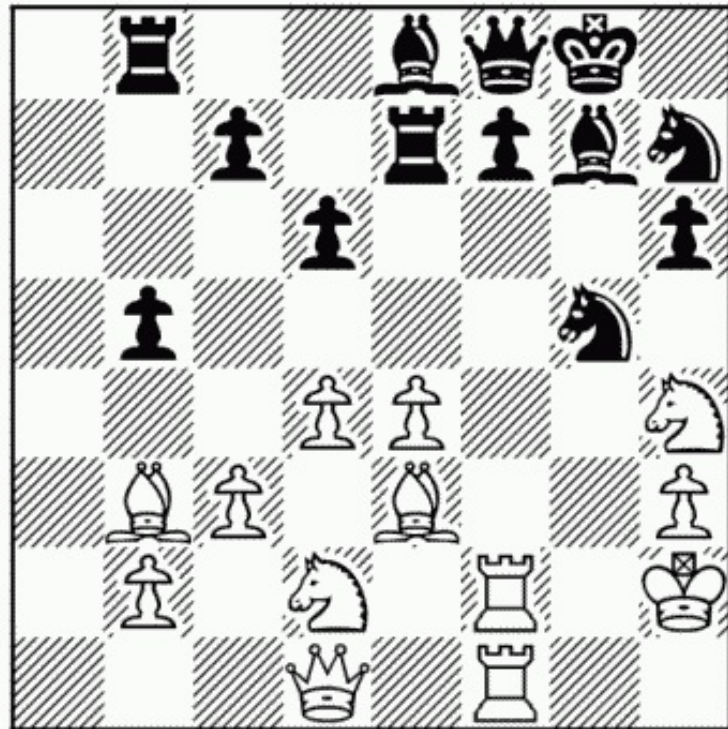






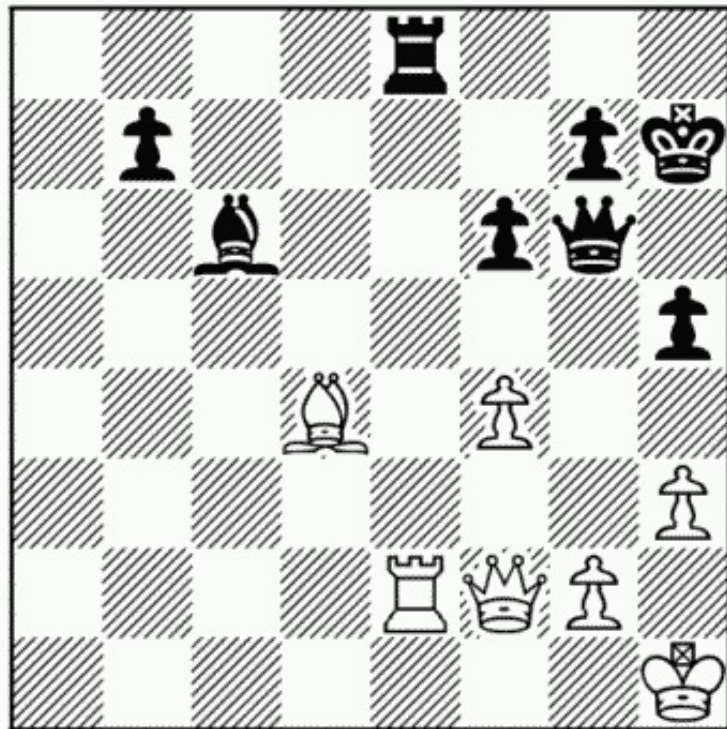


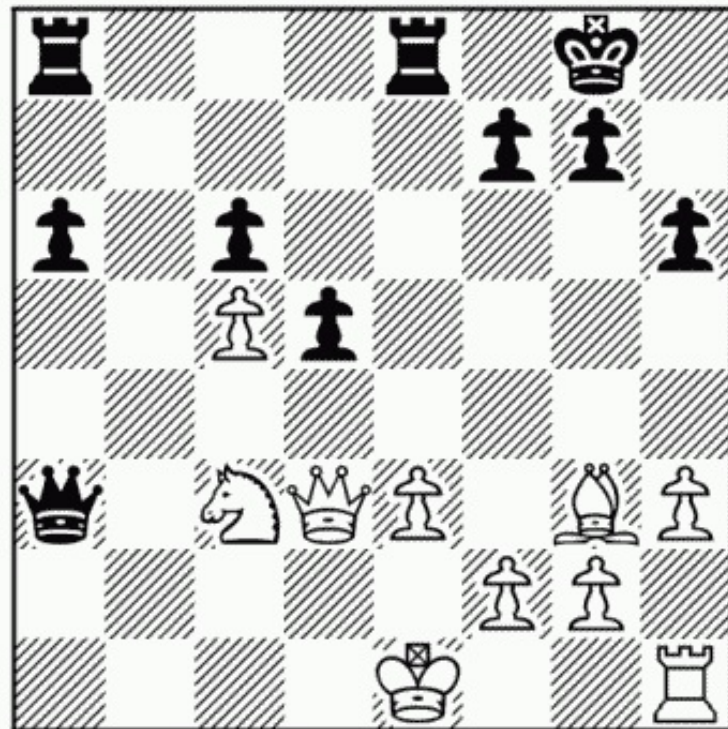




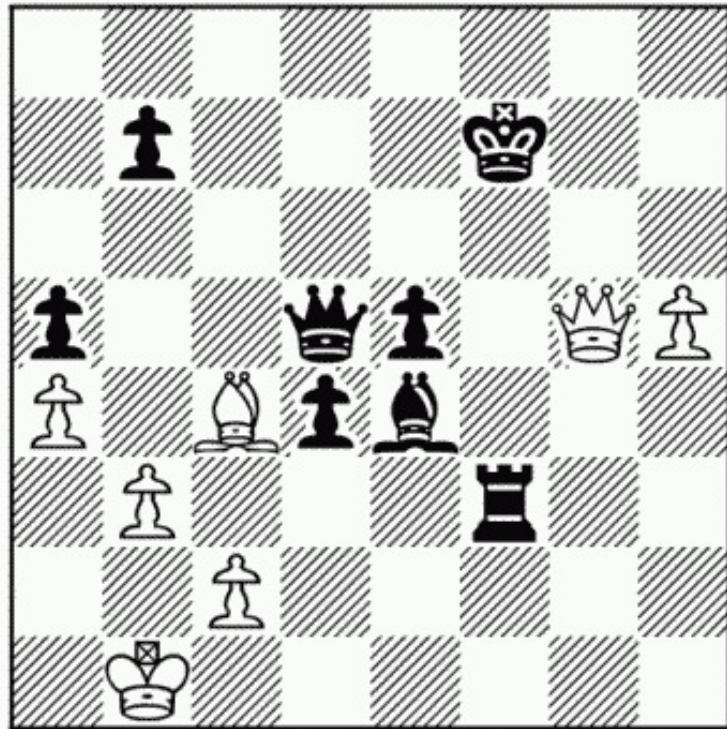
*Black Moves First*

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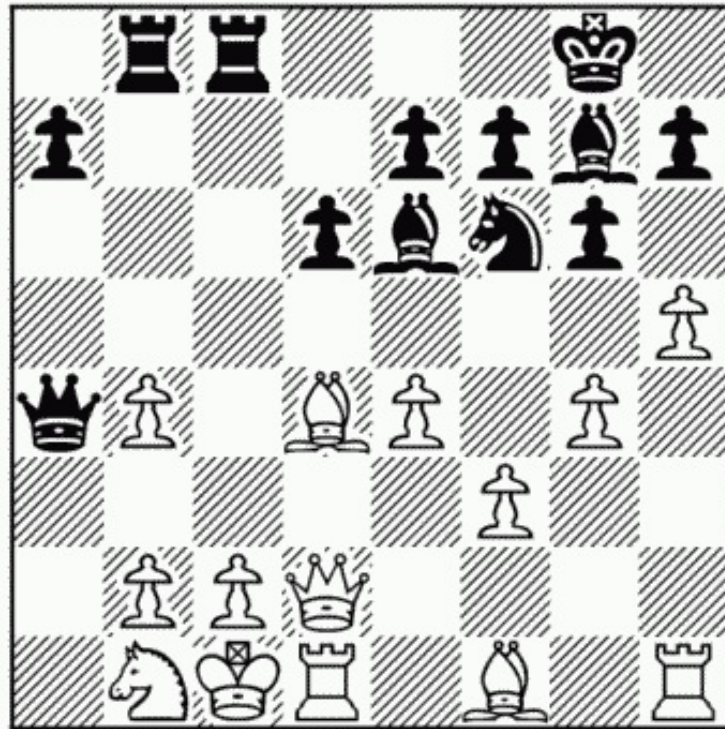


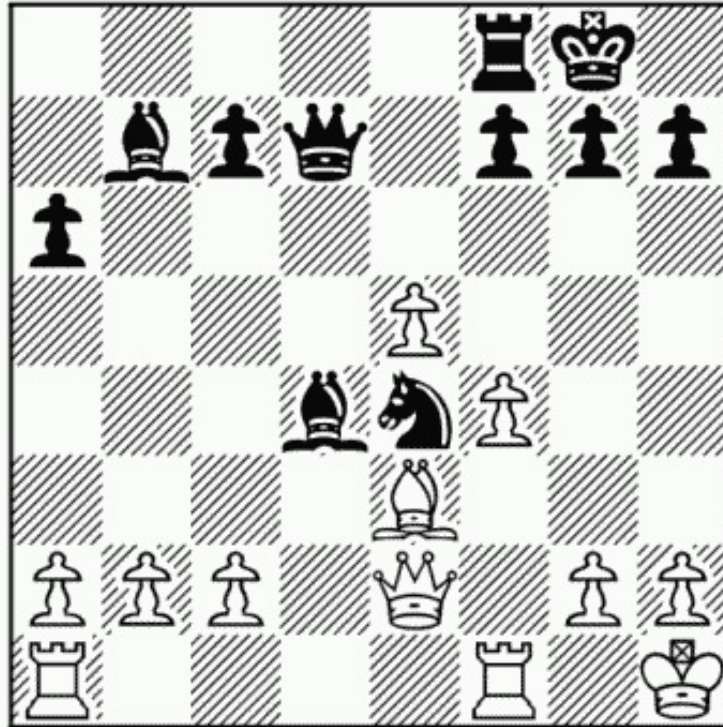


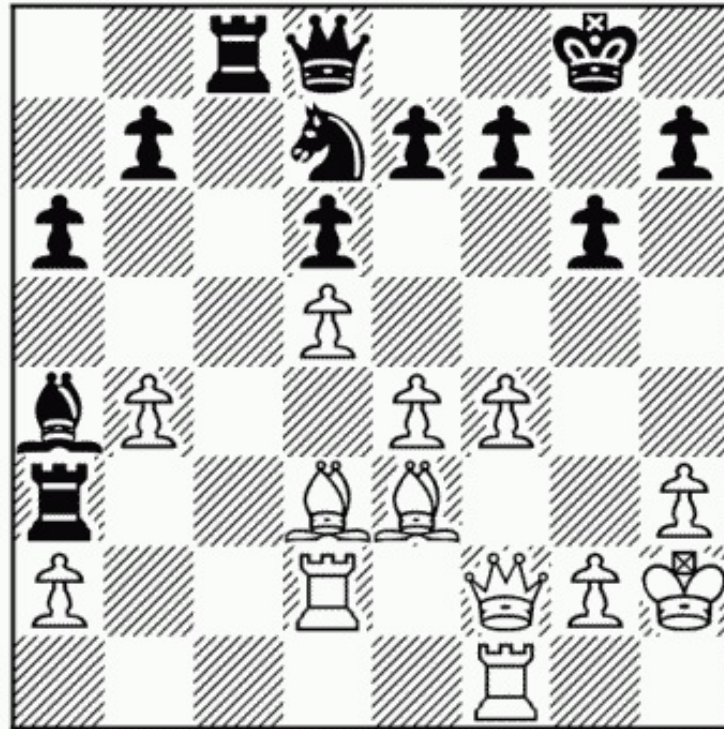


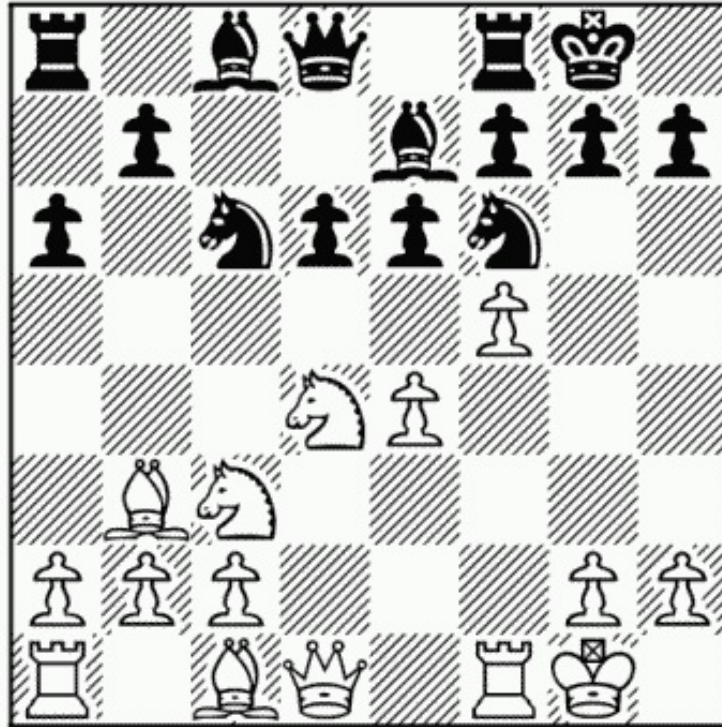


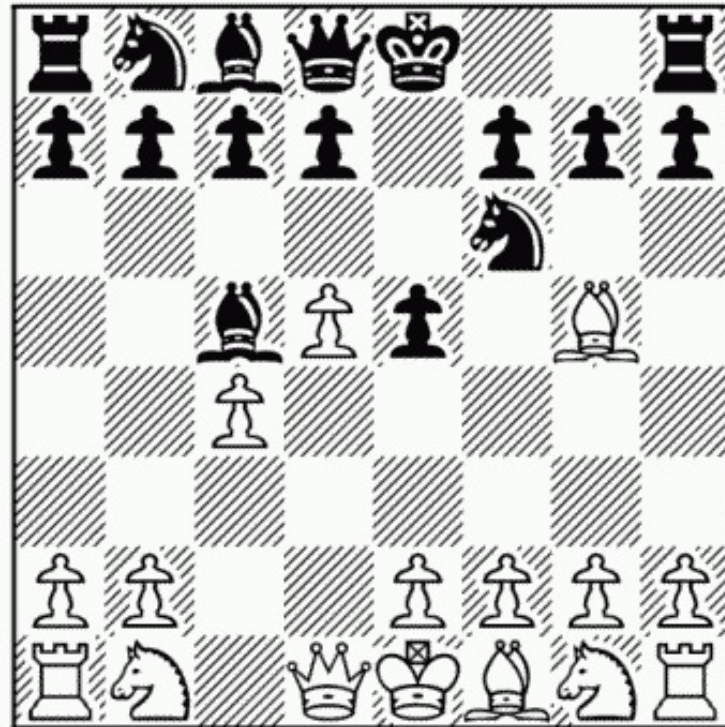




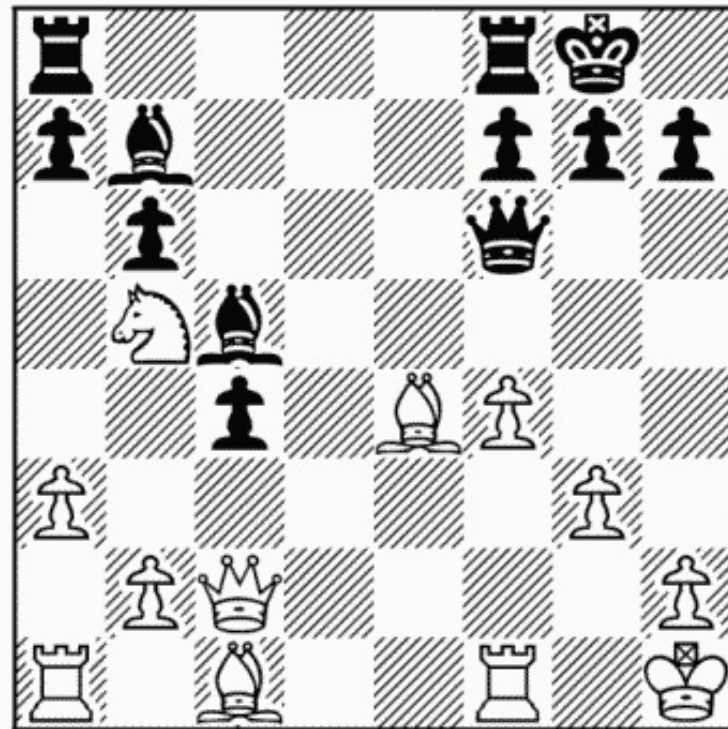






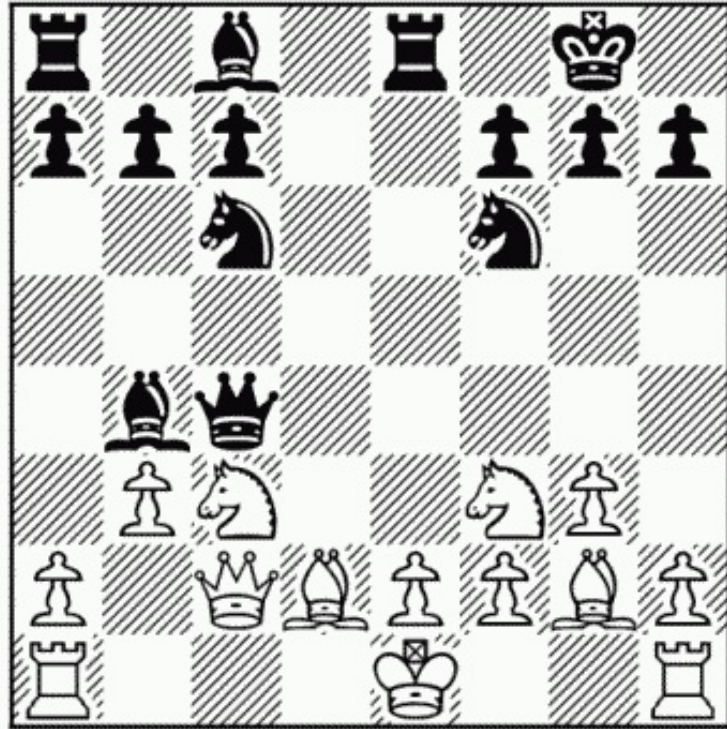


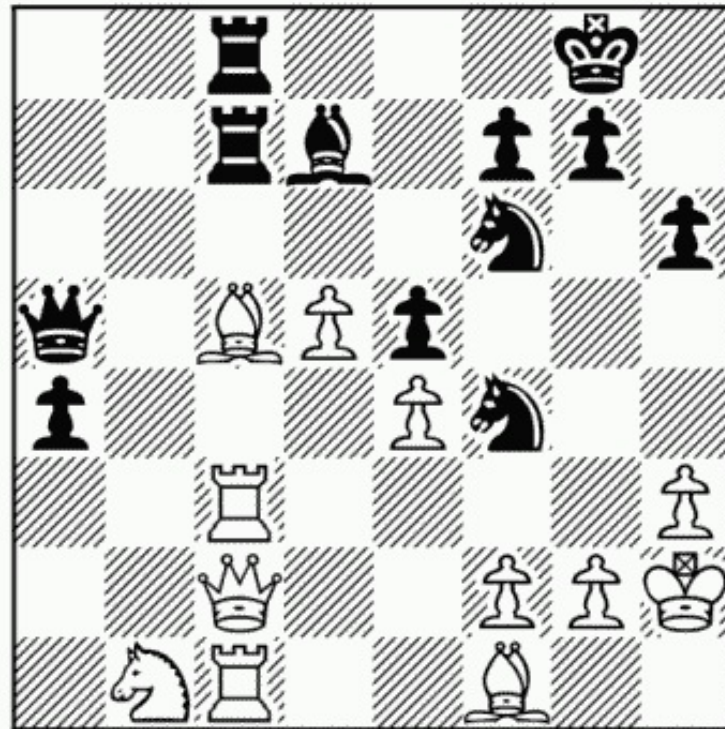


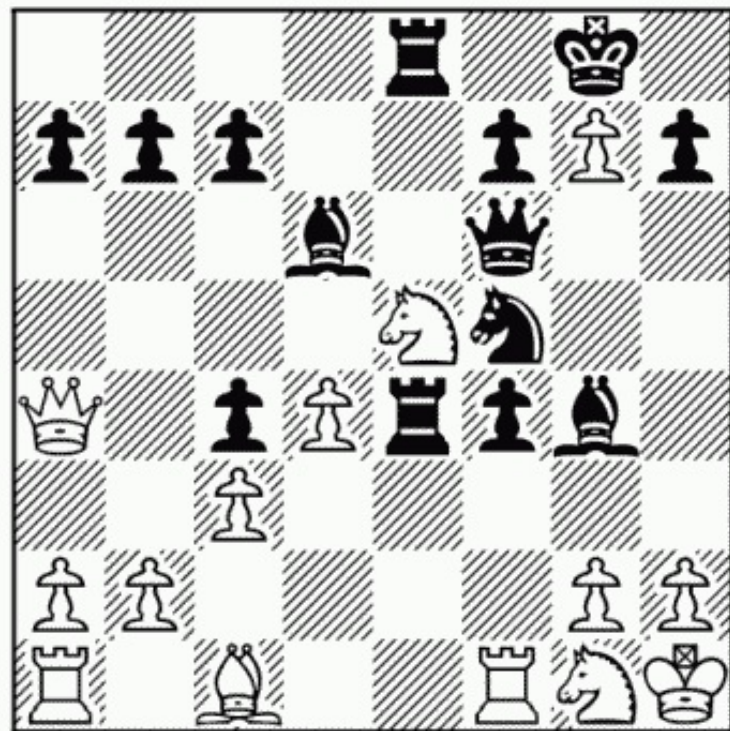


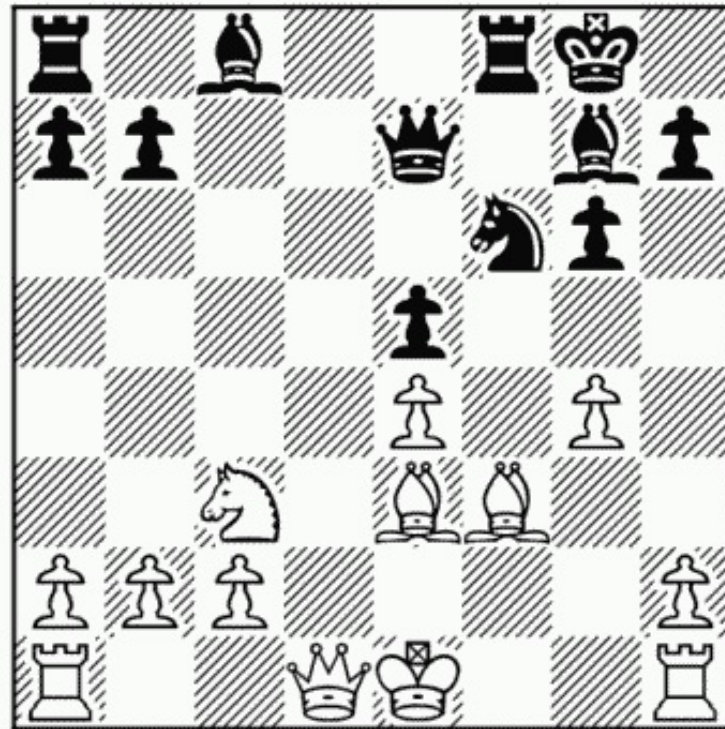




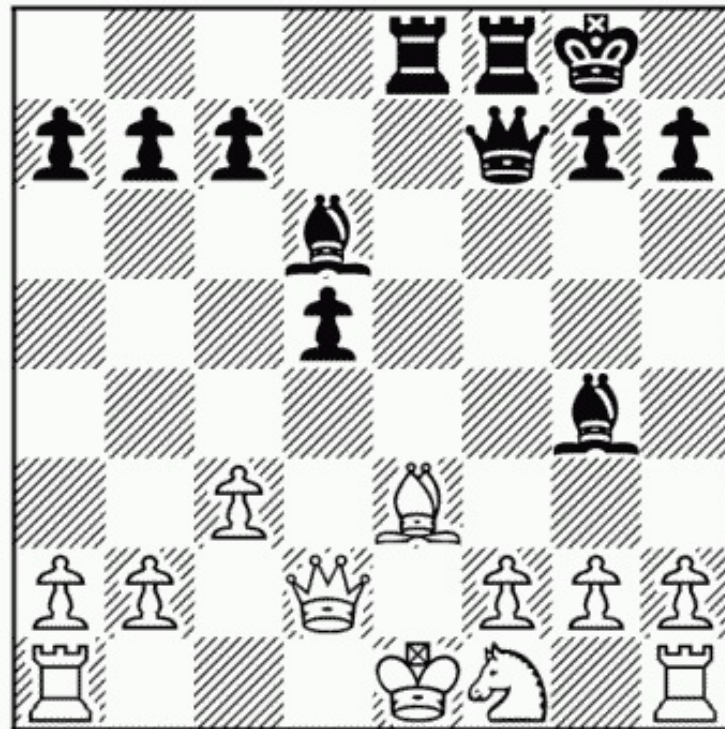




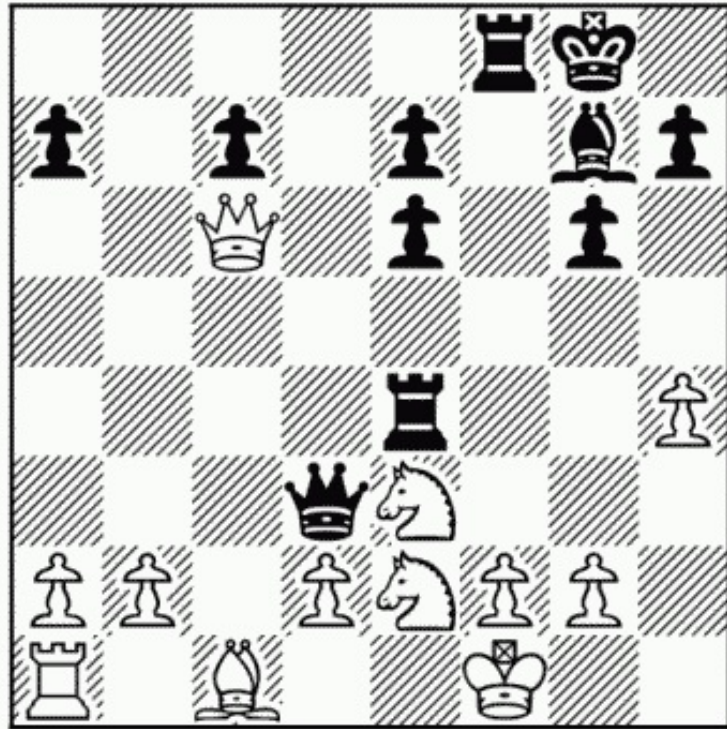


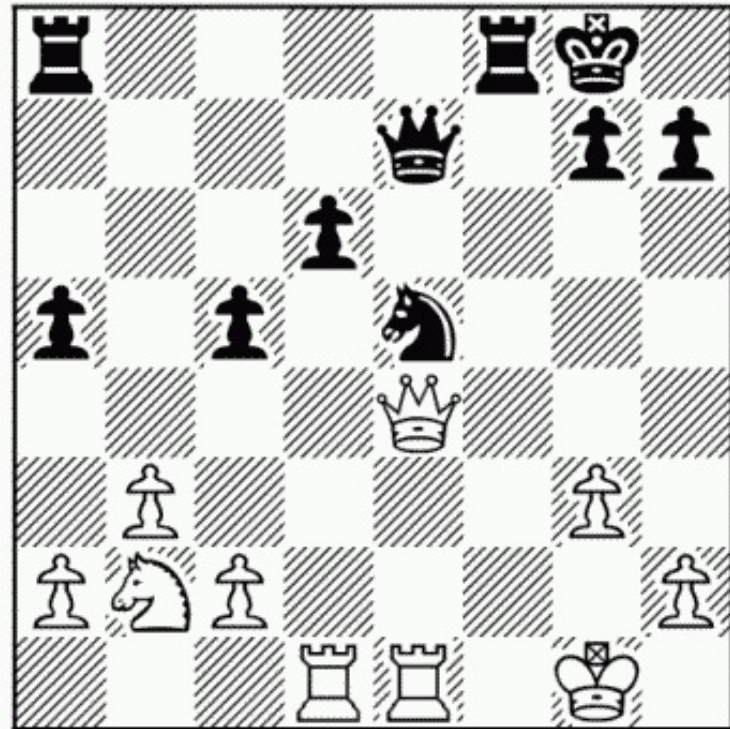


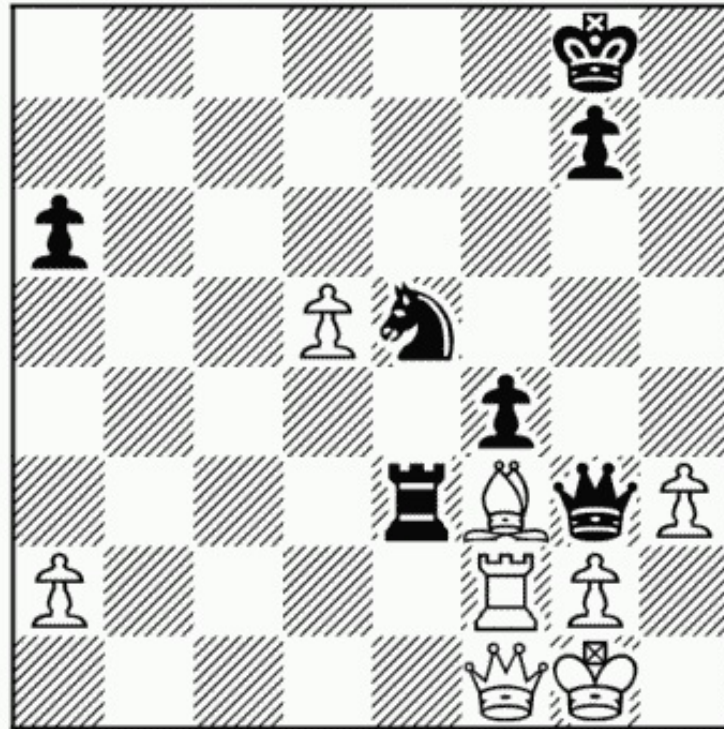


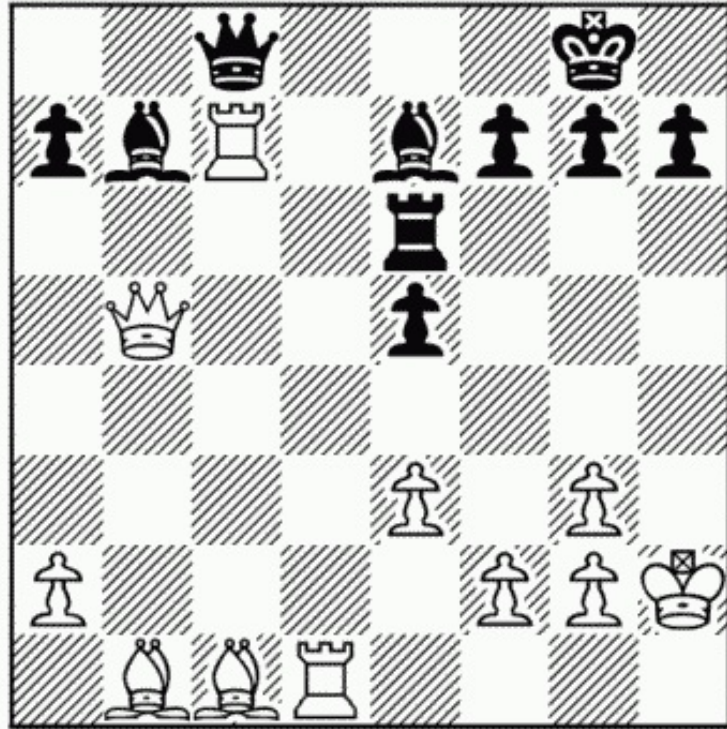


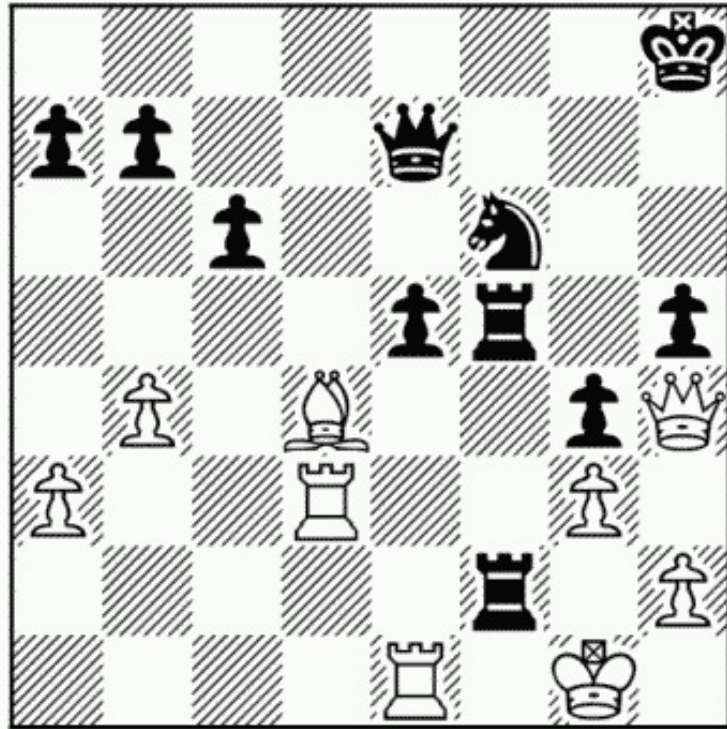




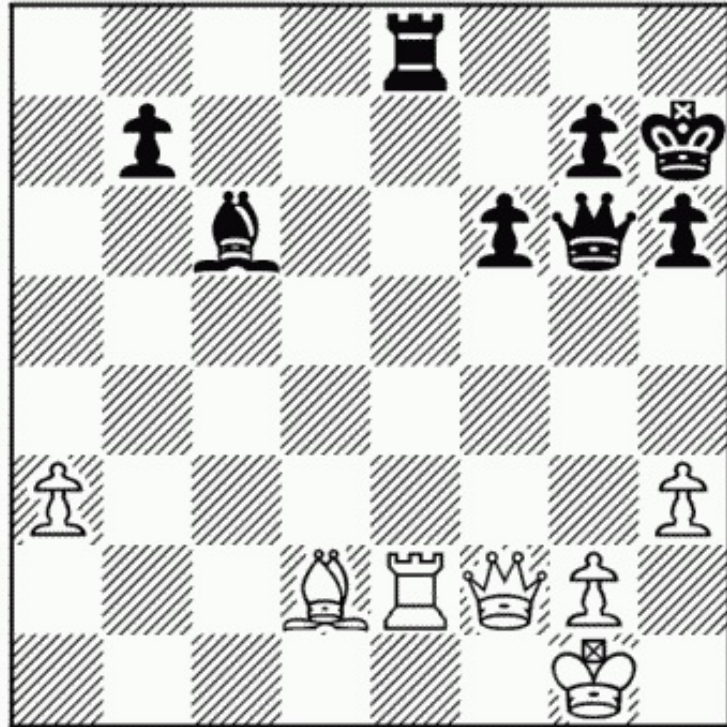




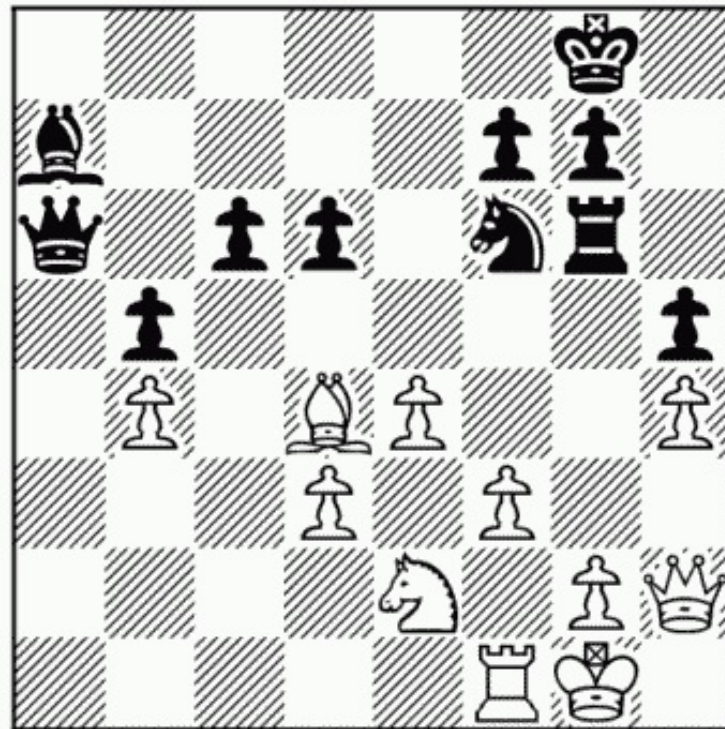


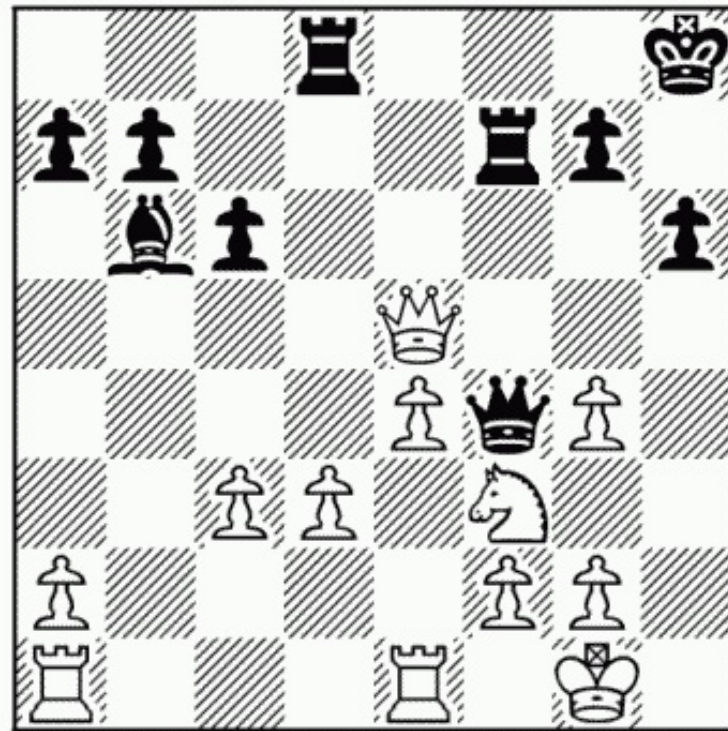


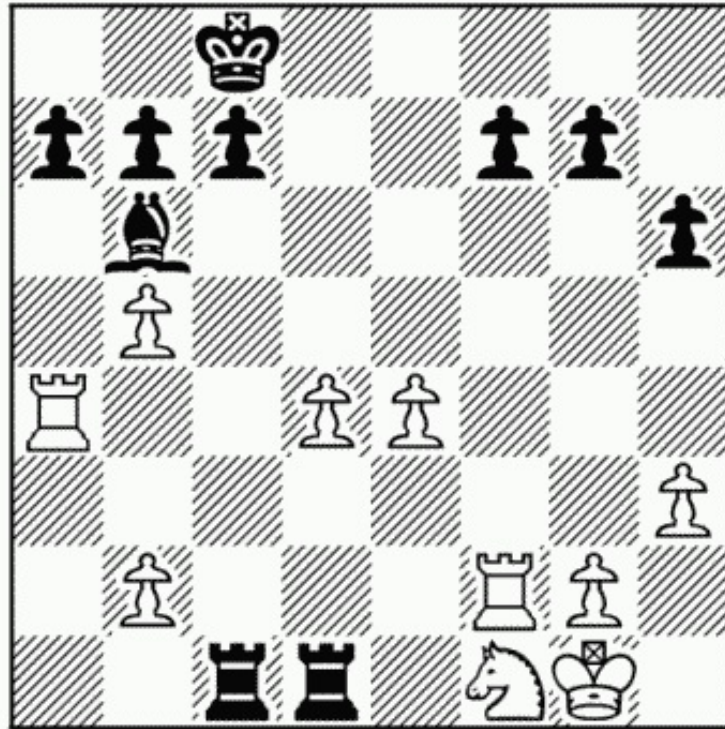


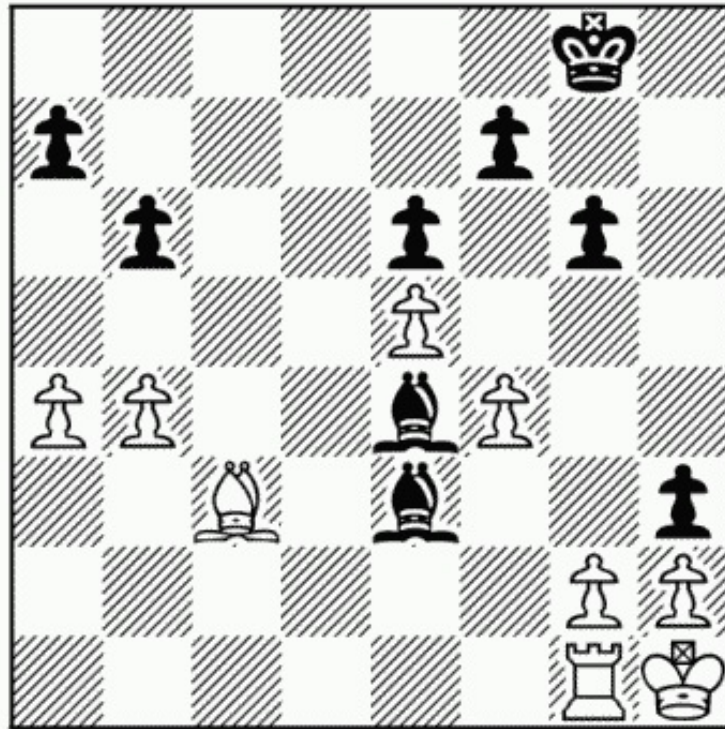


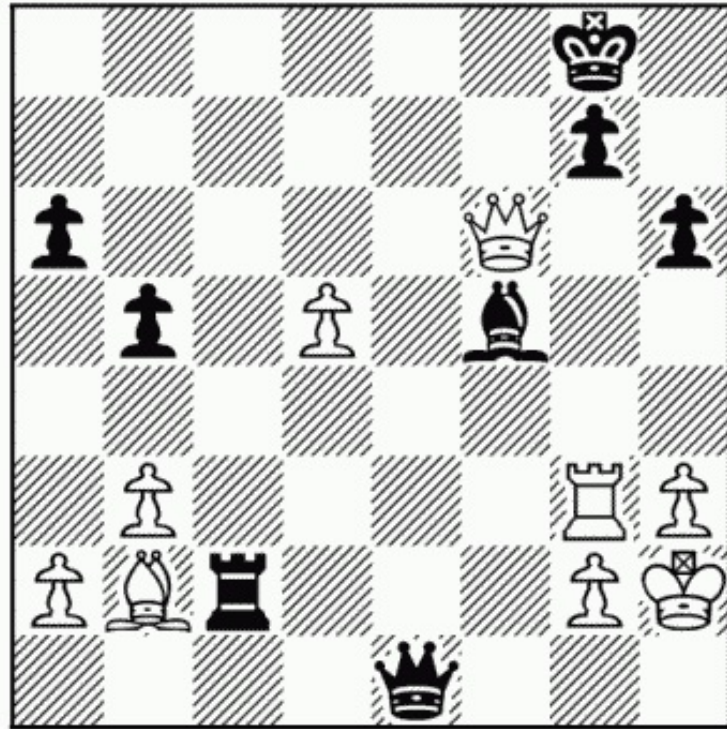




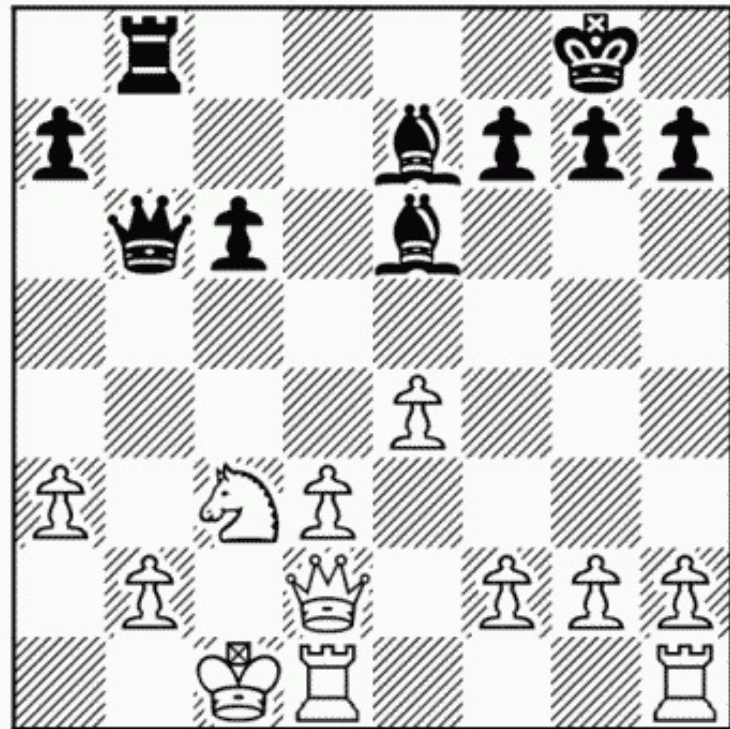




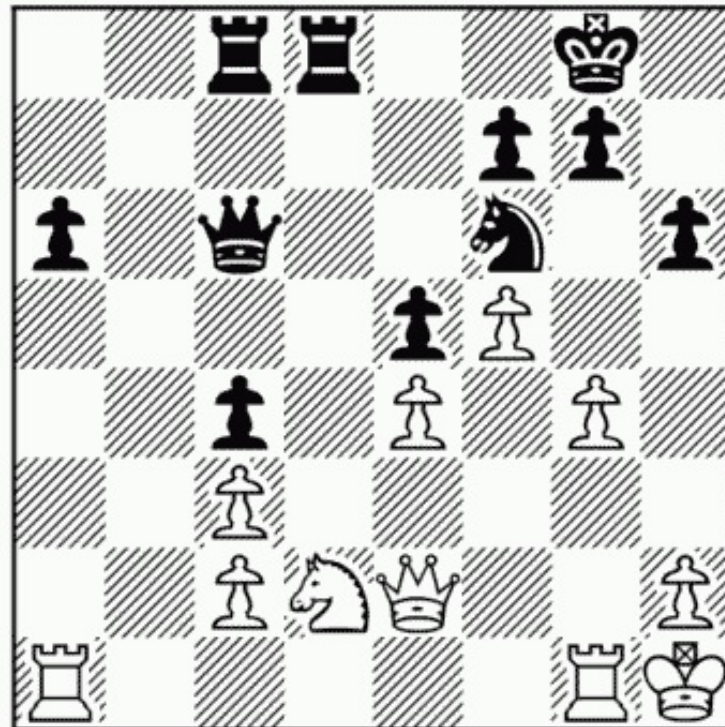


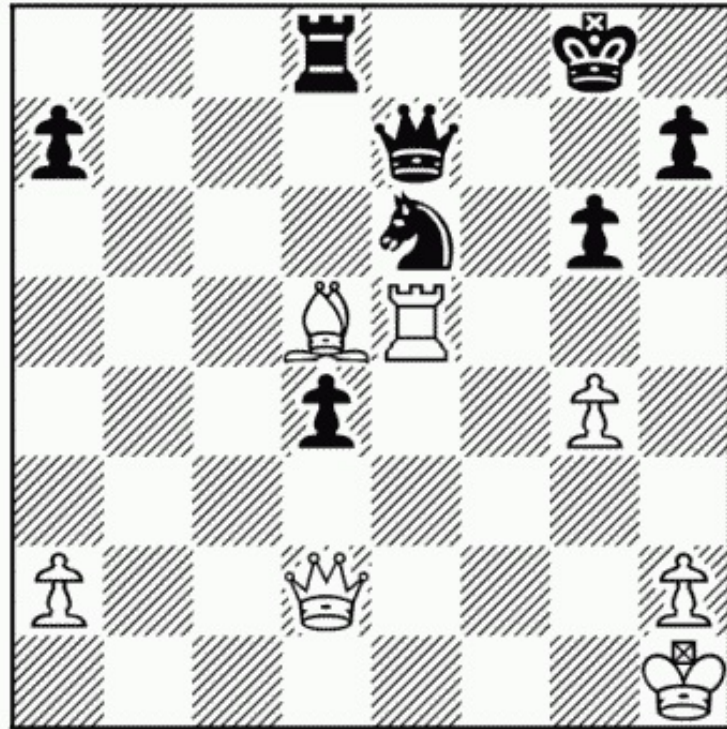


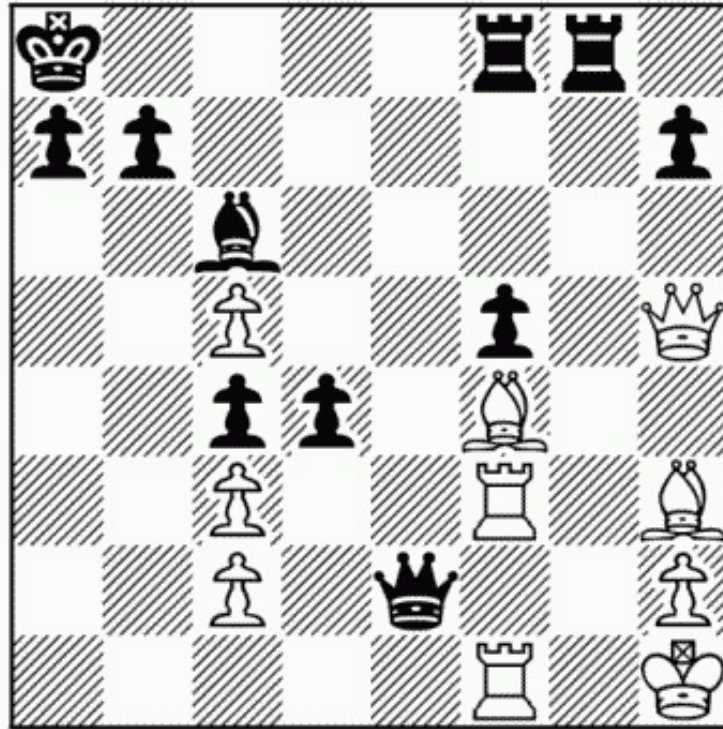


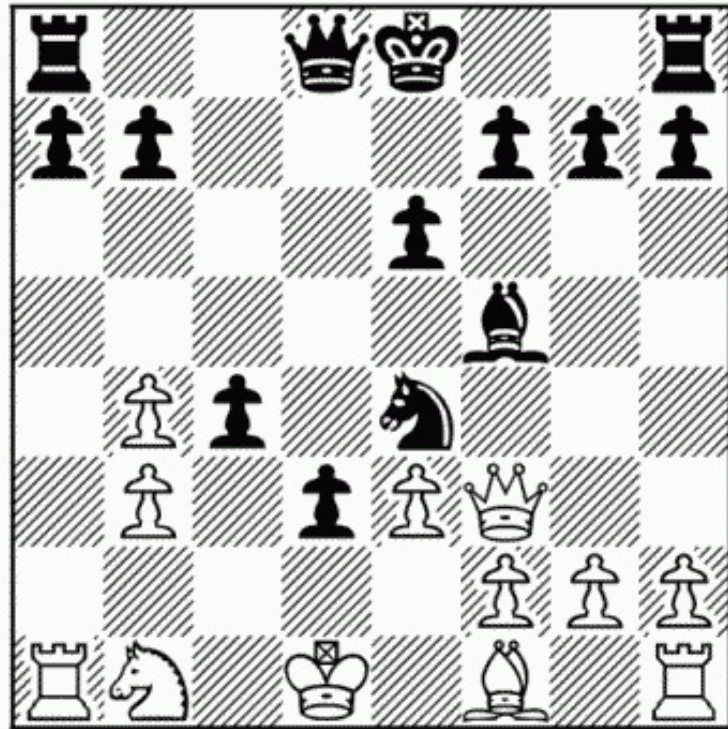


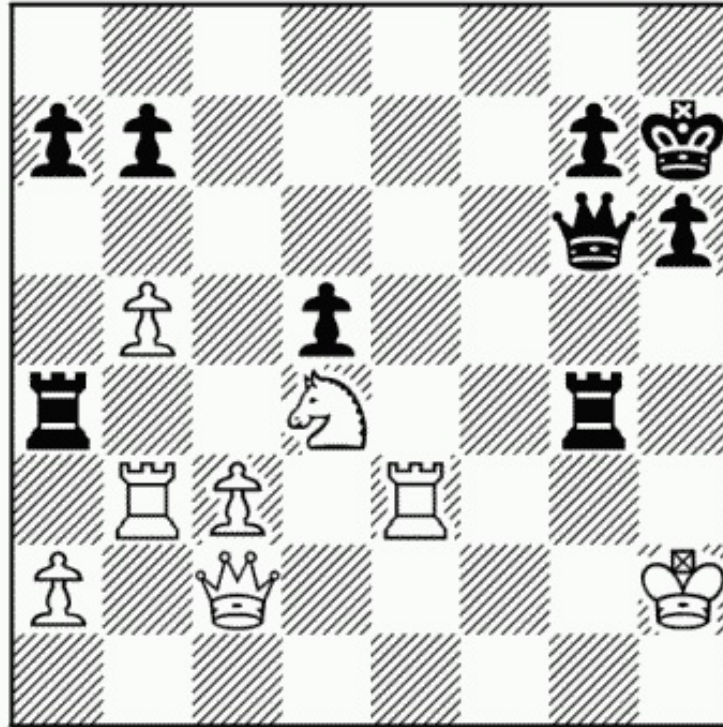




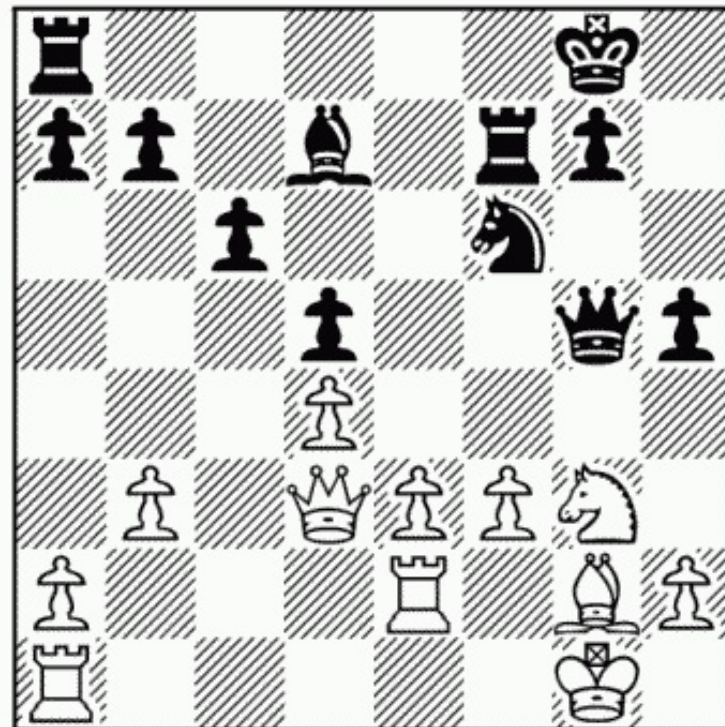




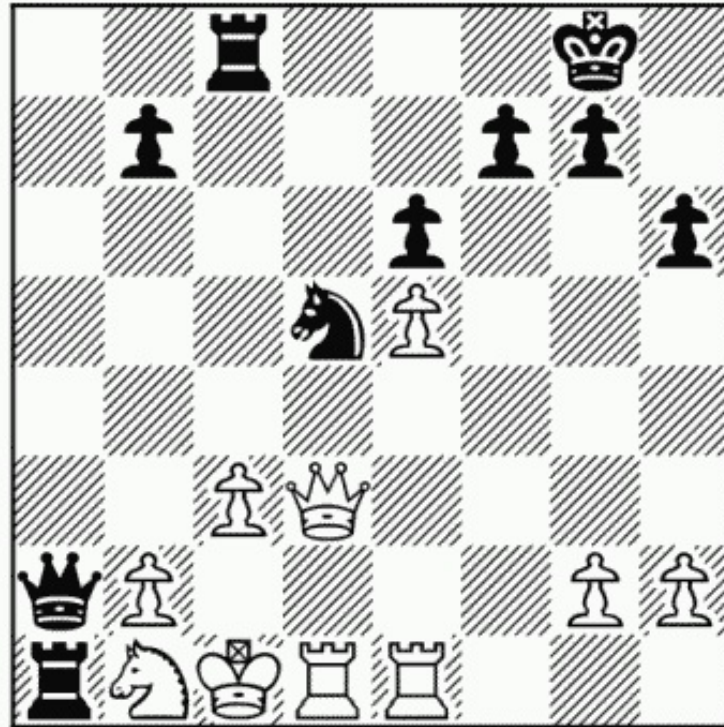


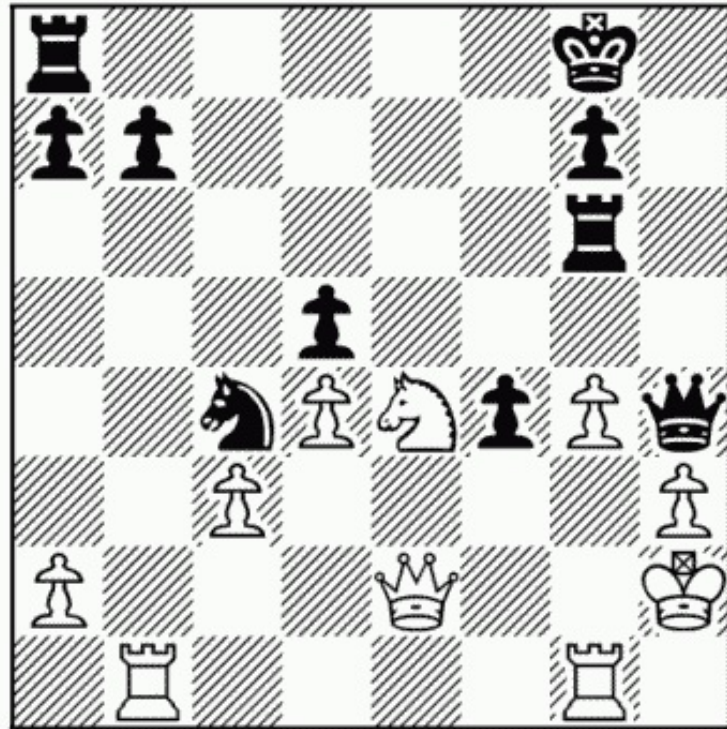


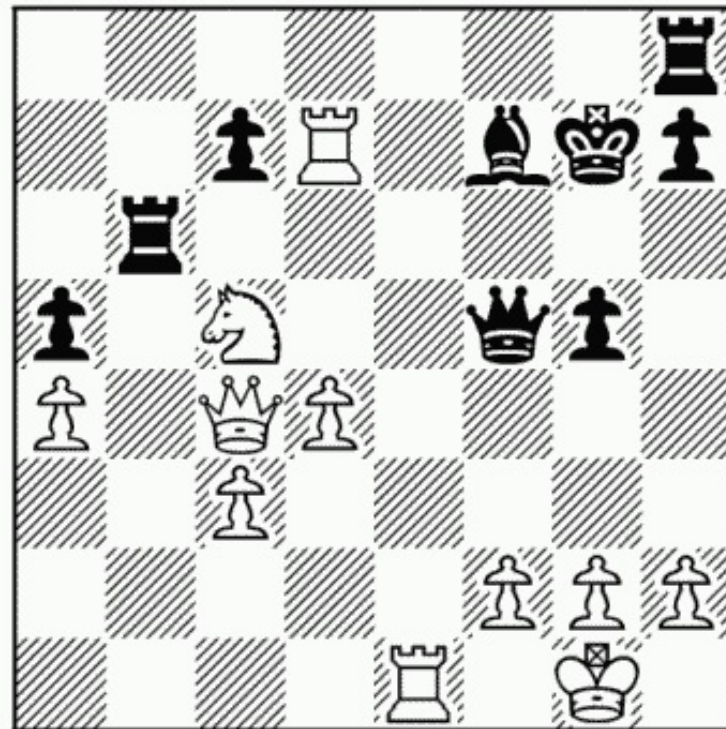












## 2. Knight Forks

The knight fork is the most popular tactical theme aside from the pin. Actually, the knight fork is a special case of the double *attack*—an *attack on two units by a single unit*. But the knight fork is particularly effective, and particularly dreaded, especially by inexperienced players.

Sometimes the knight fork appears in a fairly simple setting, as in [Diagram 112](#), where it is merely necessary to give a knight check as a preliminary to the winning fork.

In some cases a more or less subtle preliminary is needed to set the stage for the fork. [Diagram 117](#) is a good example; [Diagram 118](#) shows the same principle, but in a more elaborate form.

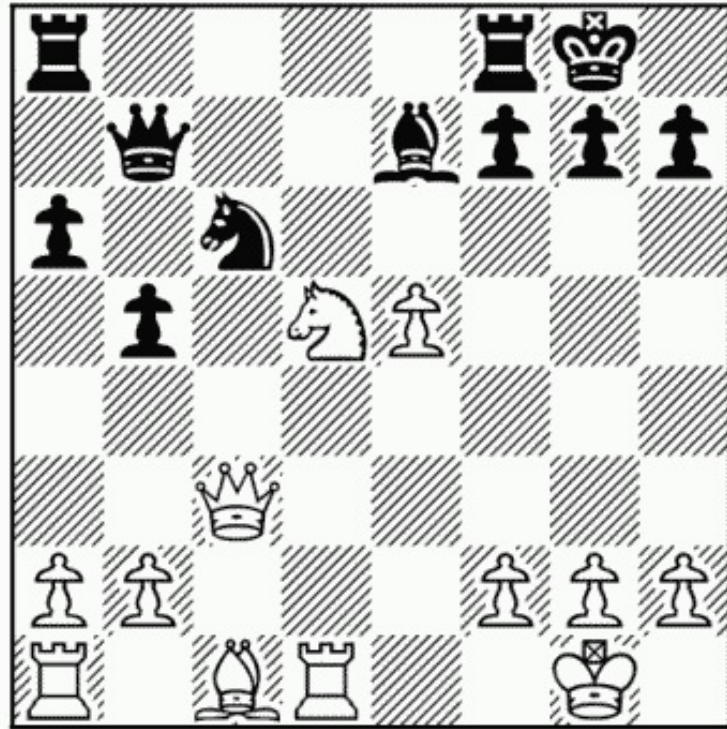
A knight fork is often deadly in combination with a pin—as in [Diagram 126](#).

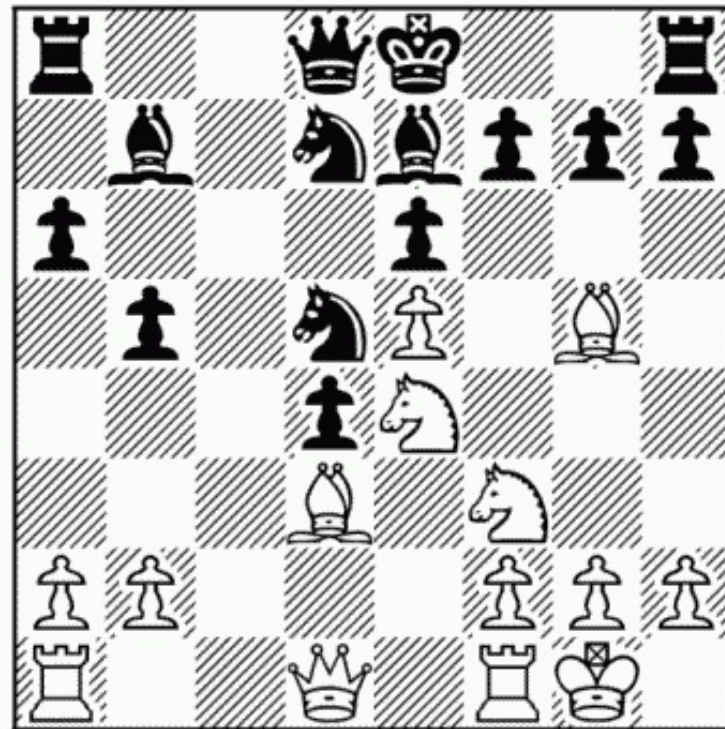
Generally speaking, the most effective knight forks are checks. [Diagram 131](#) is a fine example: White attacks king and queen; the king must move; the queen is lost.

Finally, a knight fork may often come at the very end of a combination, with an effect which is all the more powerful. See the sequence in [Diagram 138](#), where White's weird looking preliminary moves take on portentous meaning with the concluding knight fork.

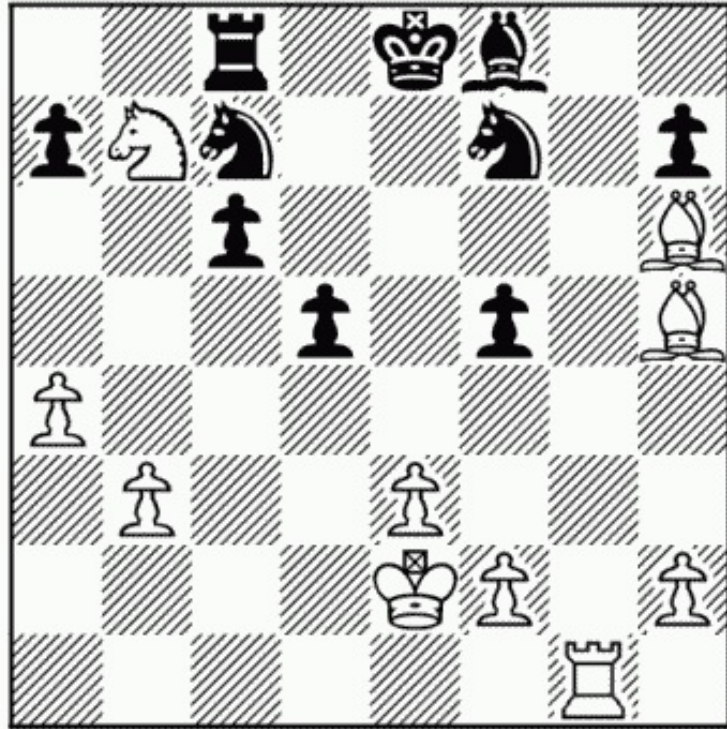
*White Moves First*

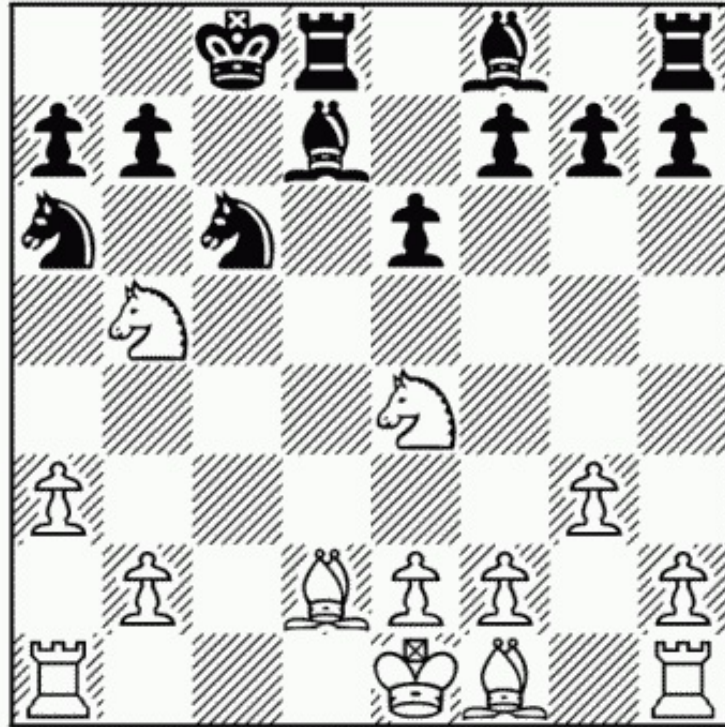
109

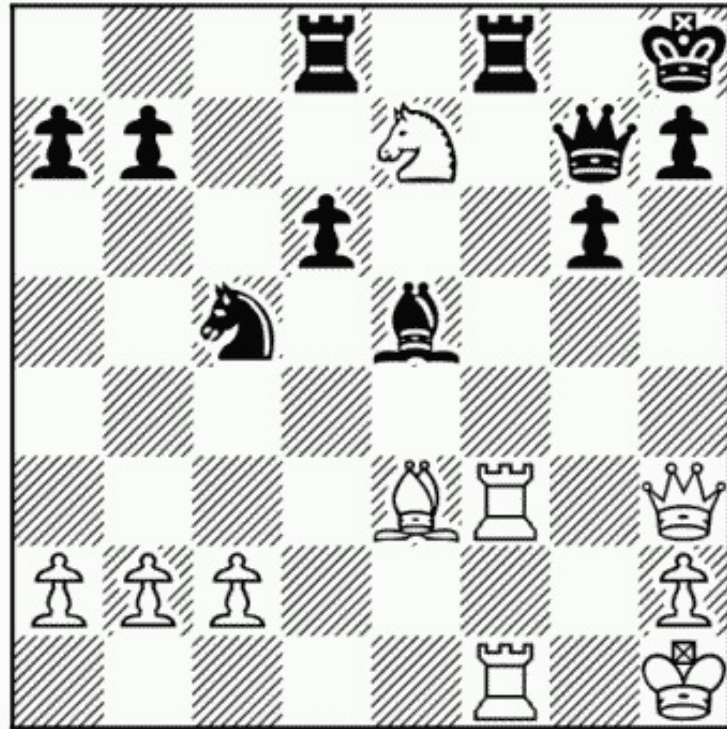


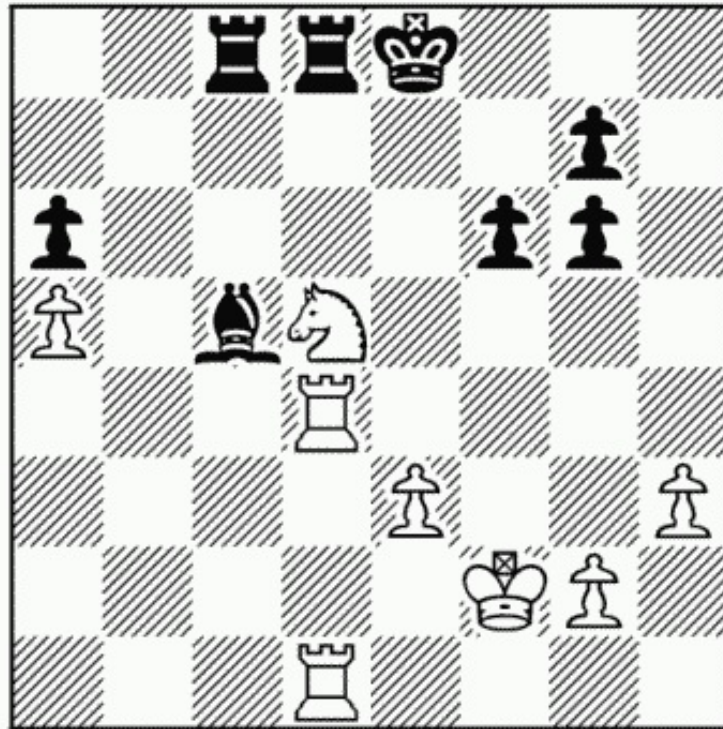


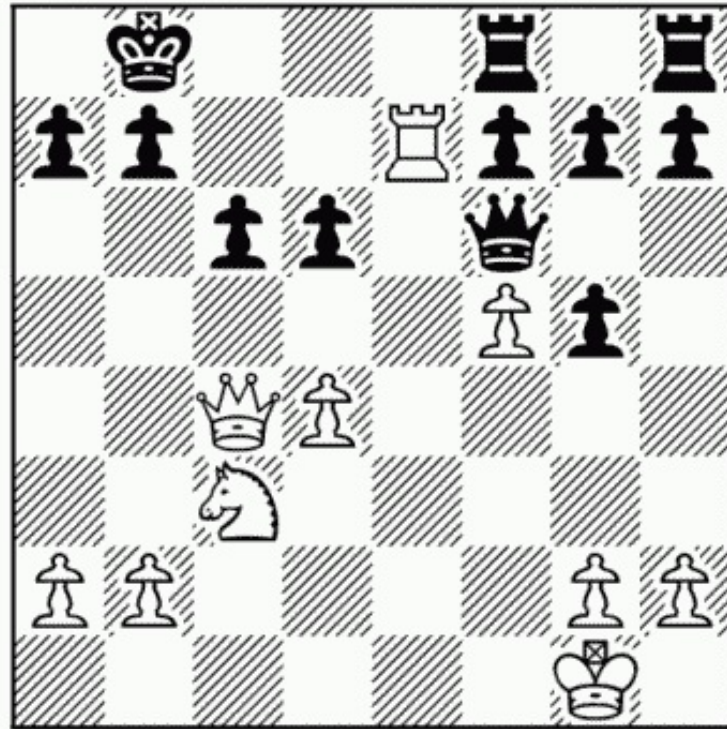


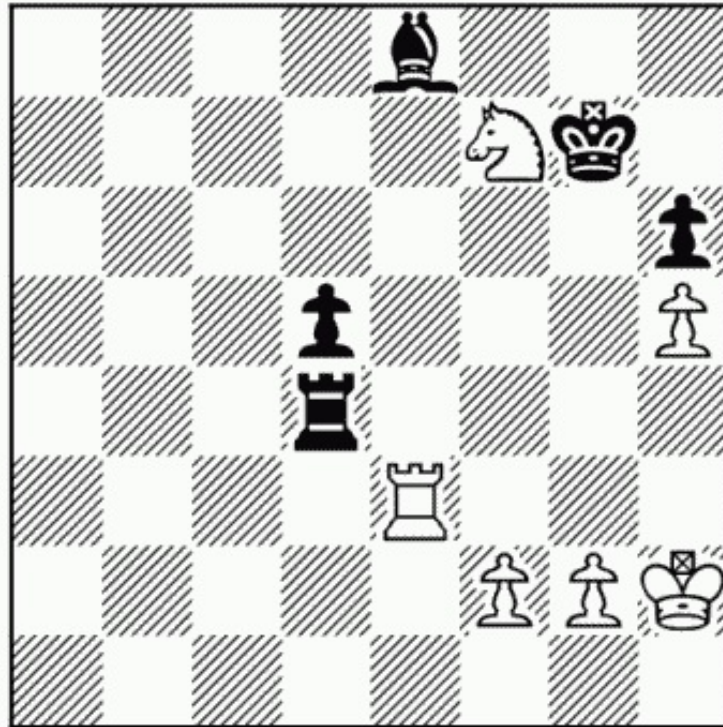




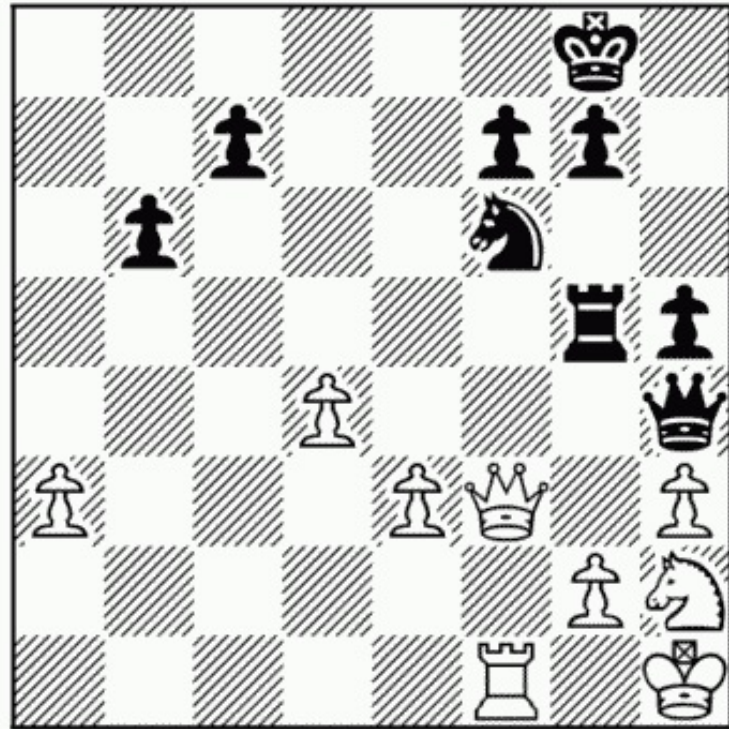


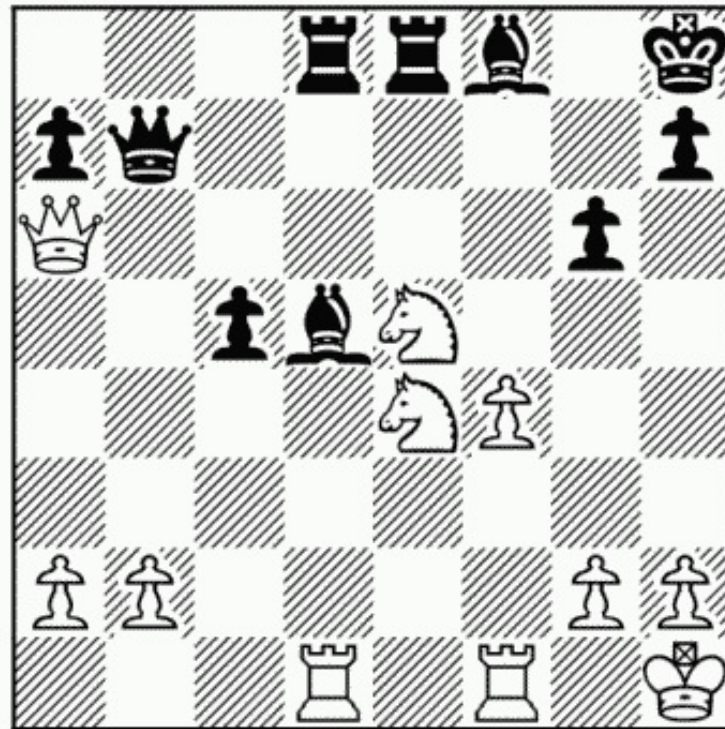


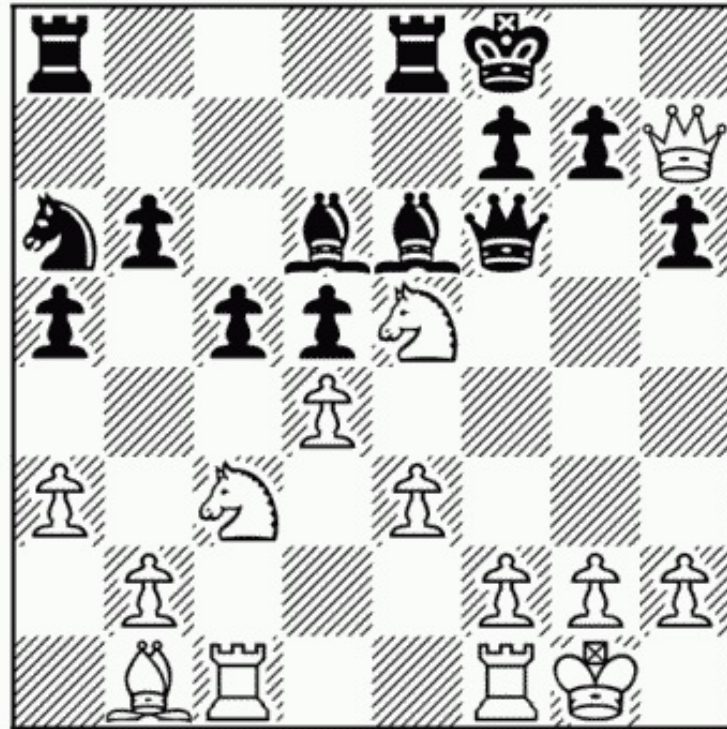


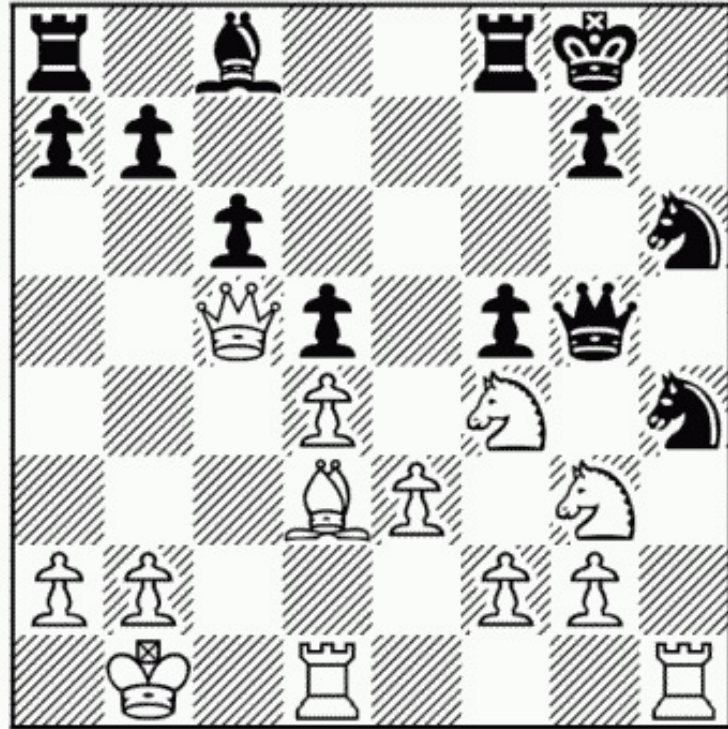




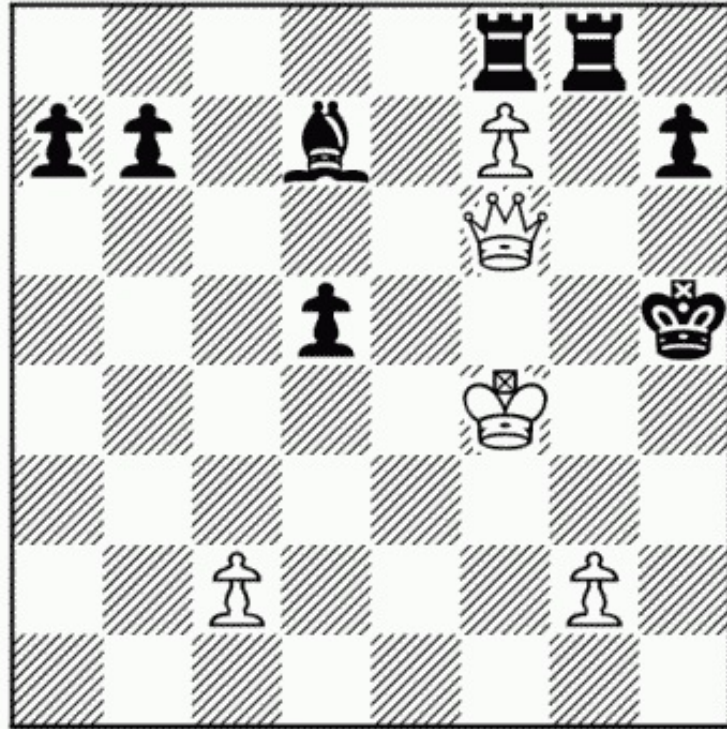




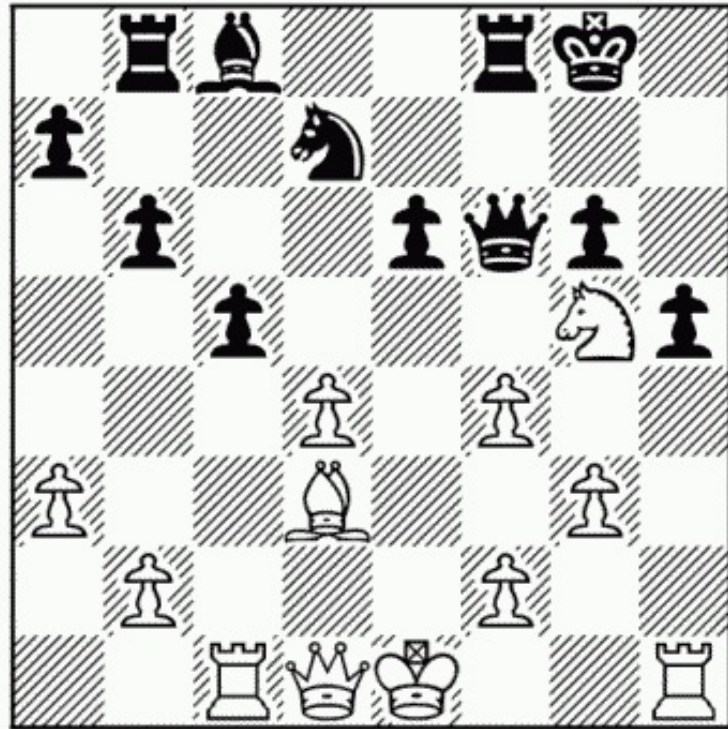




[121](#)

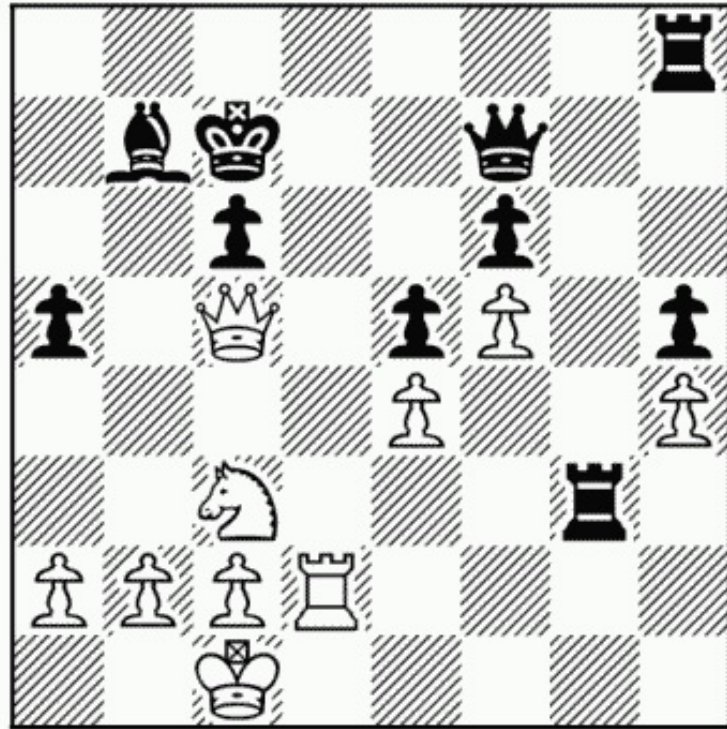


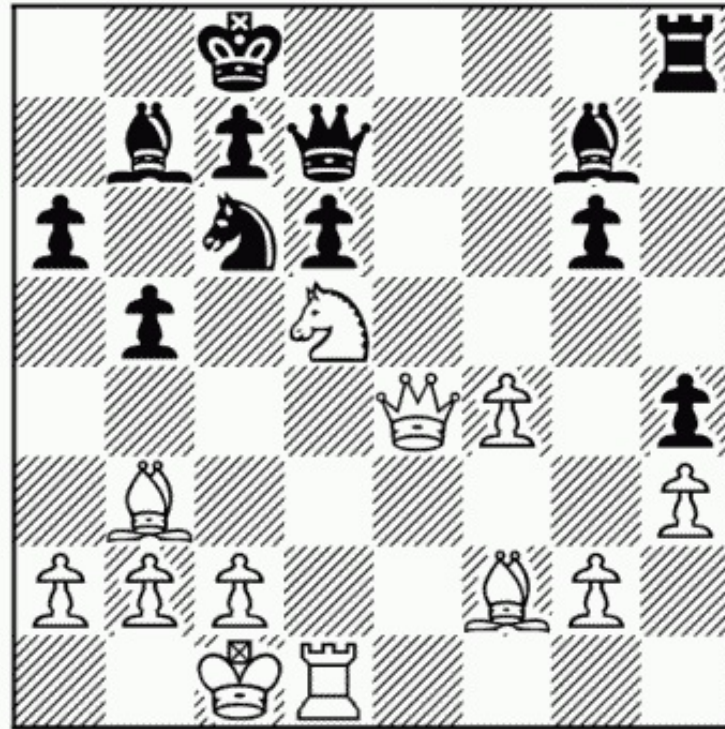


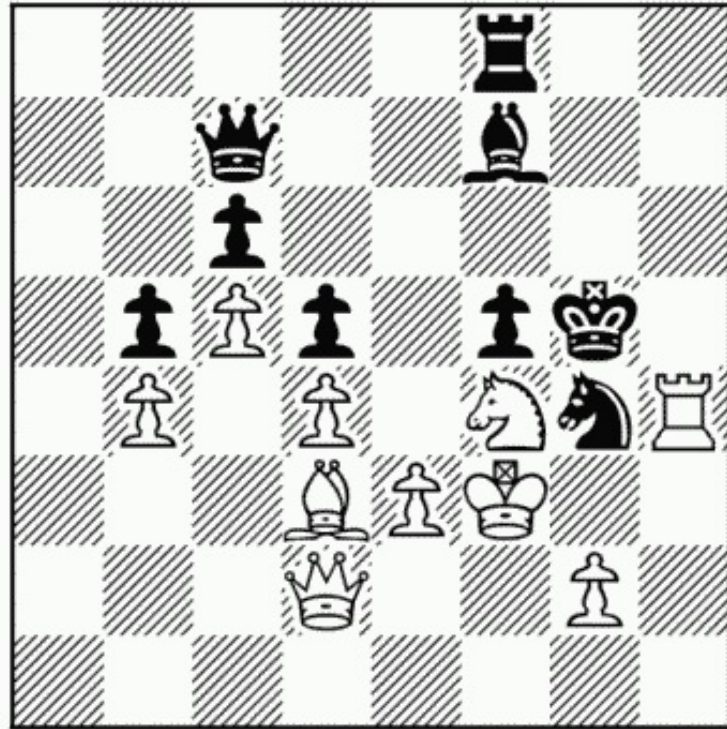


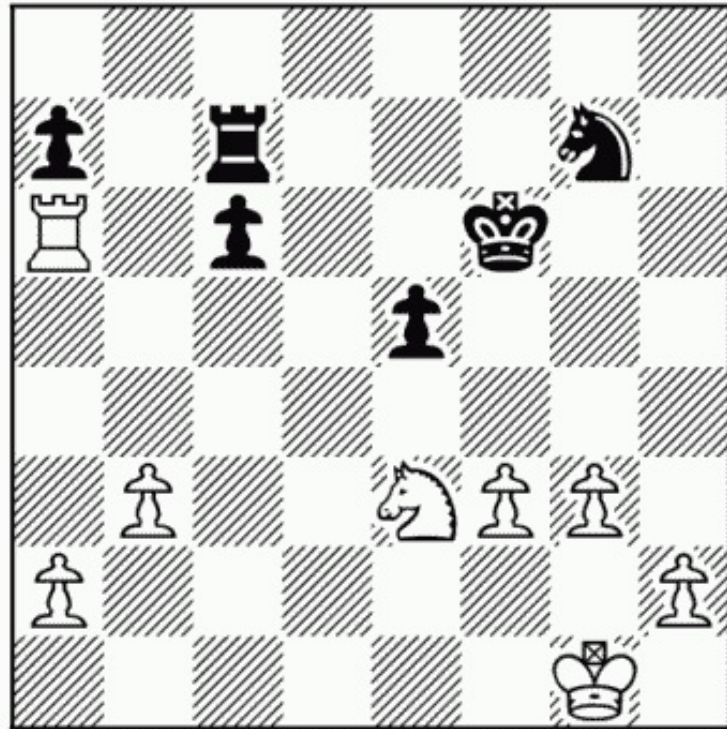


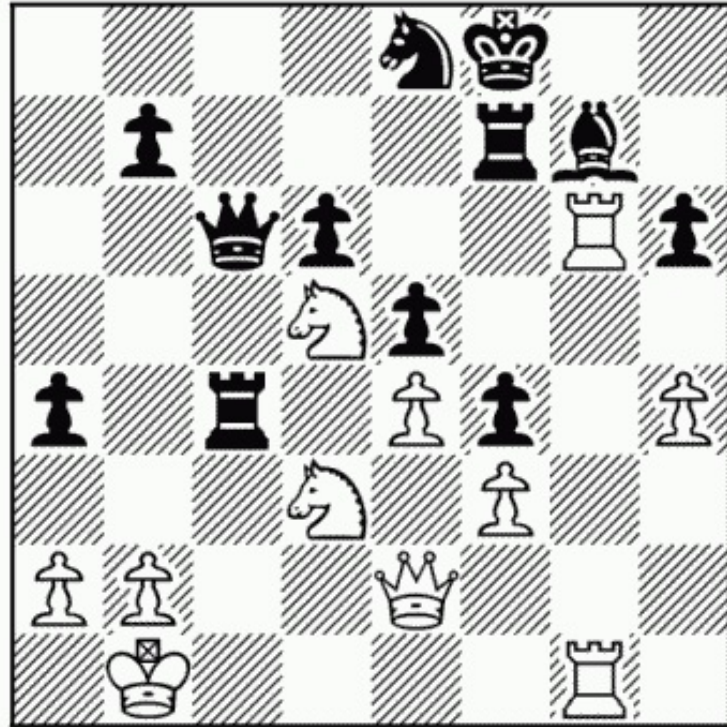
[123](#)



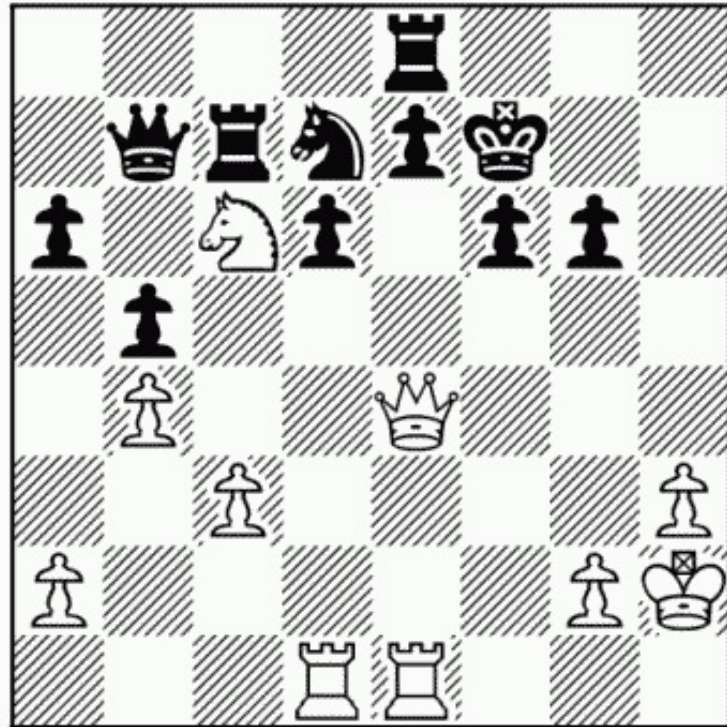




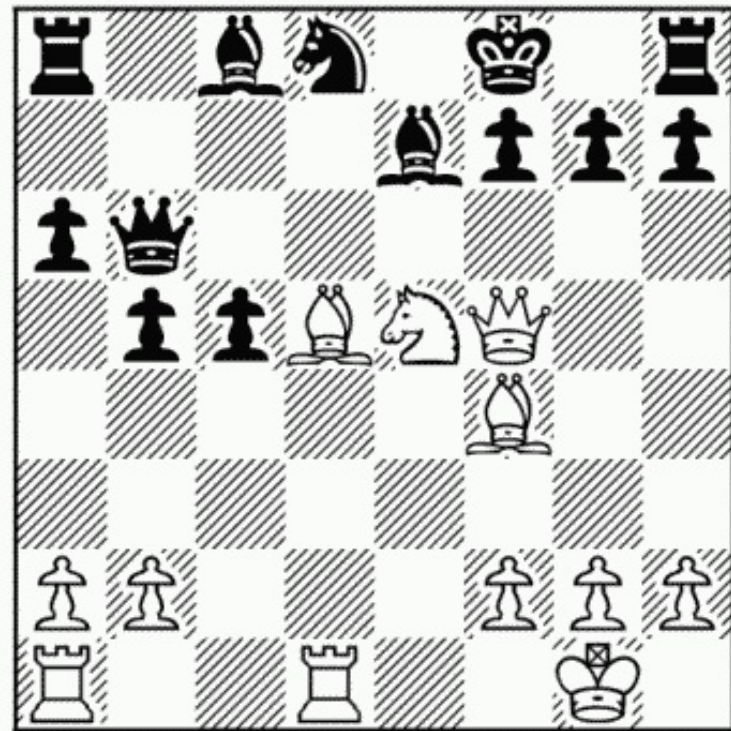


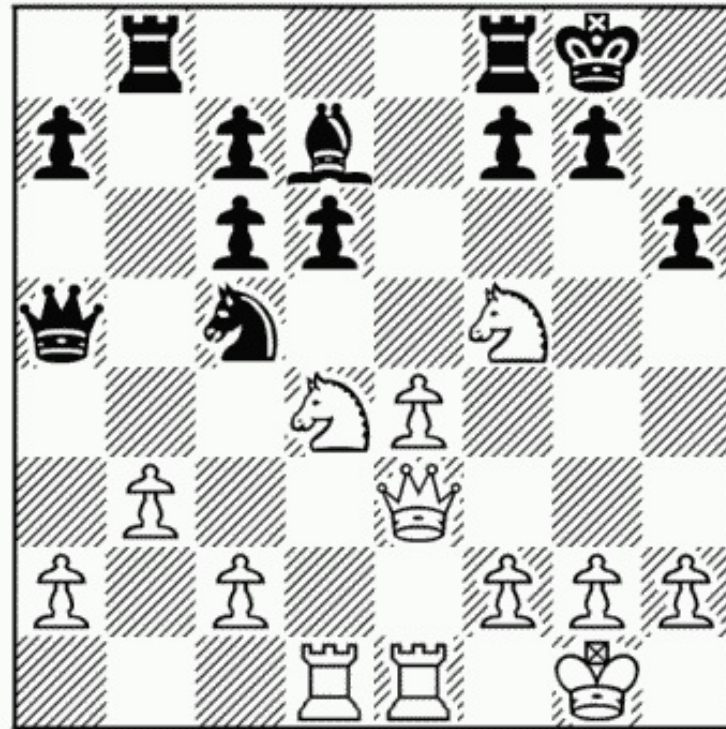


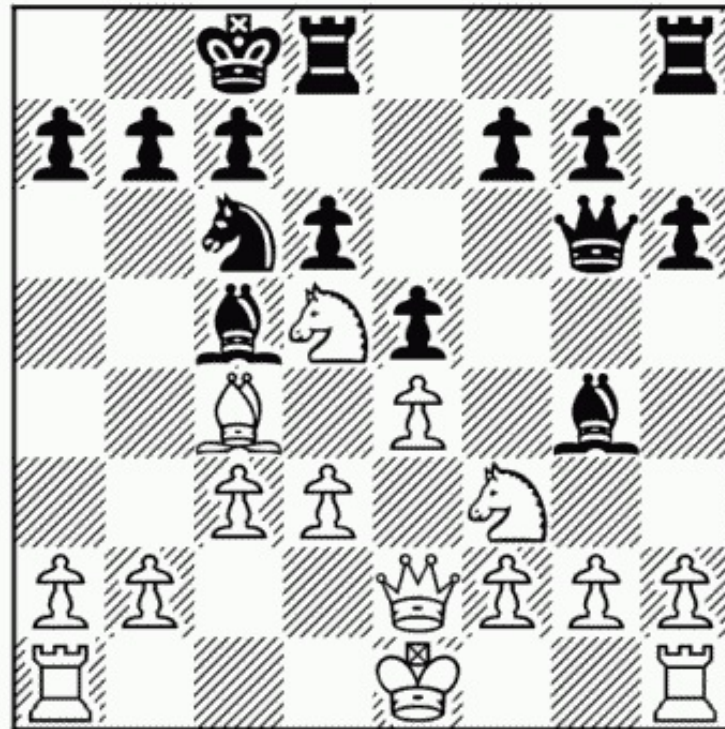


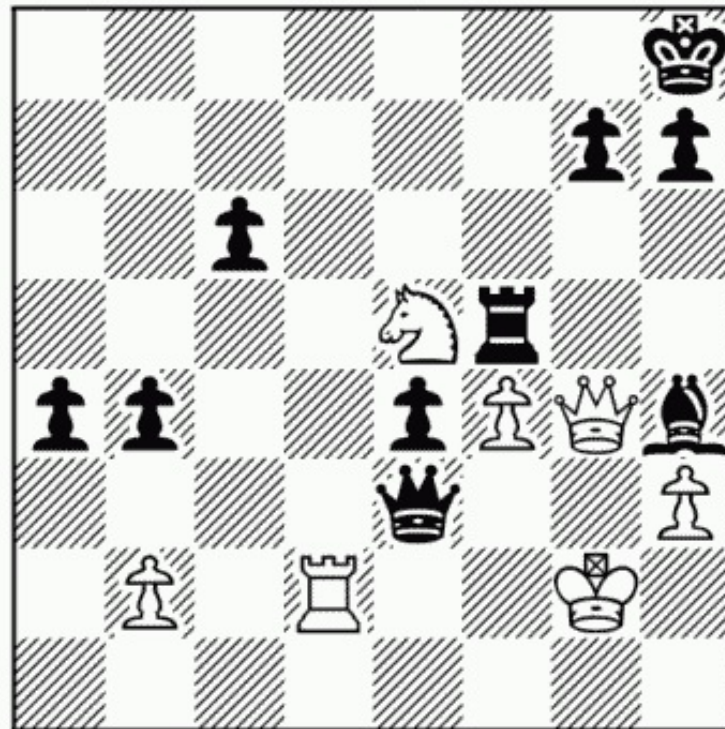


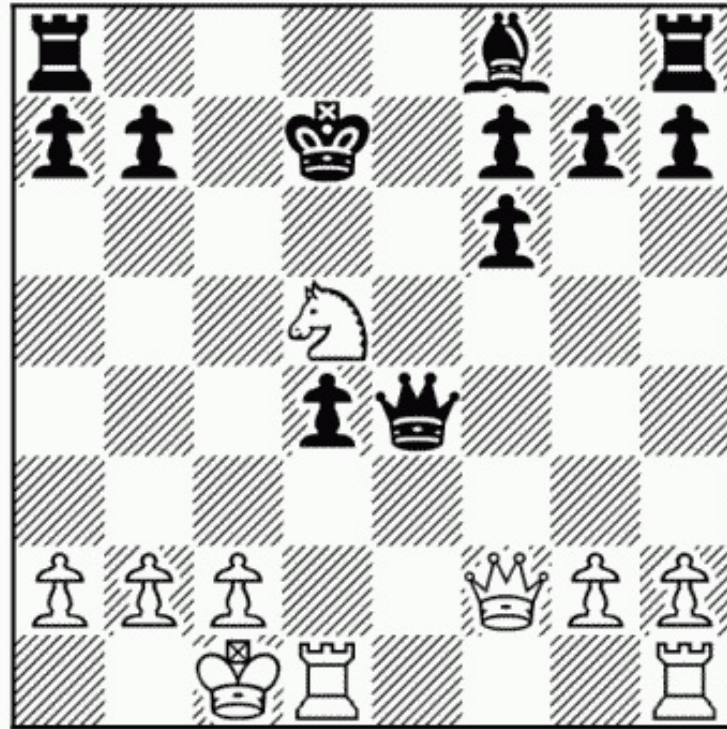




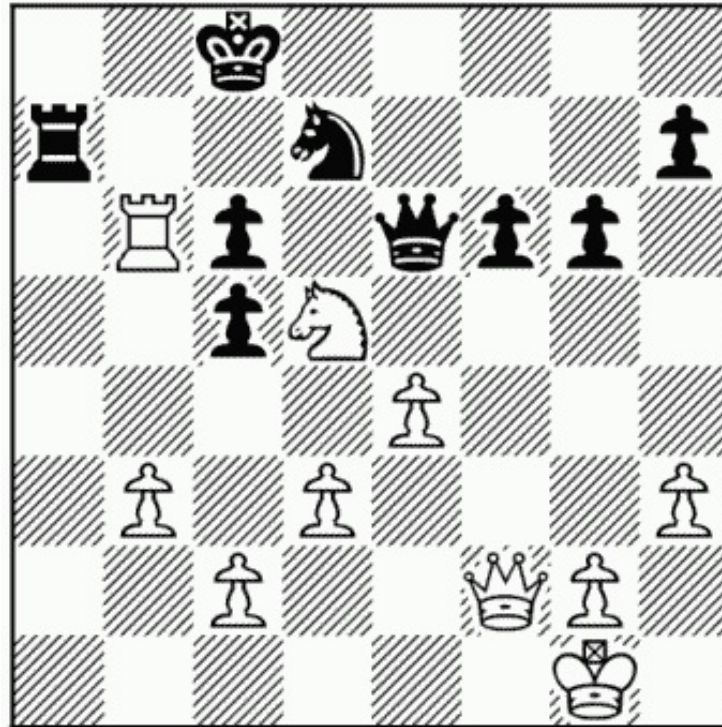




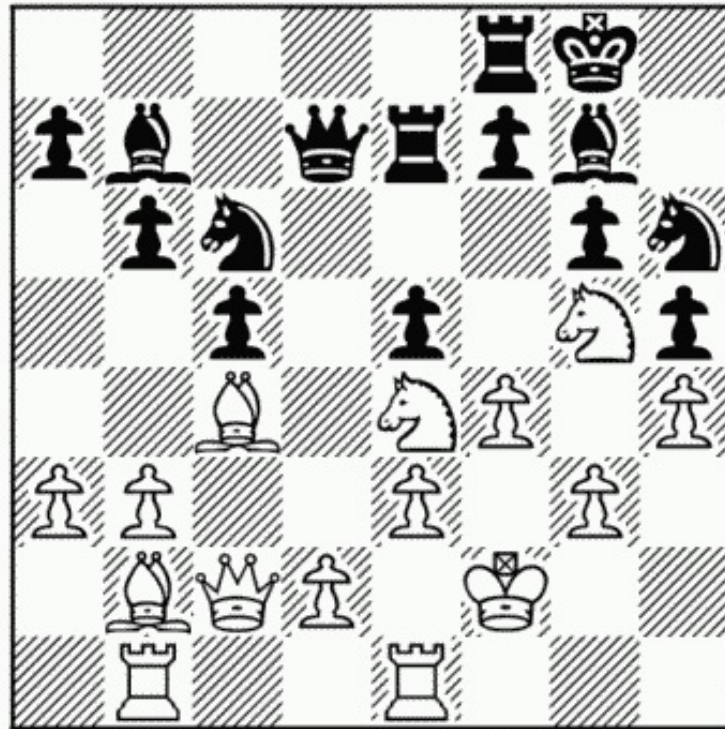


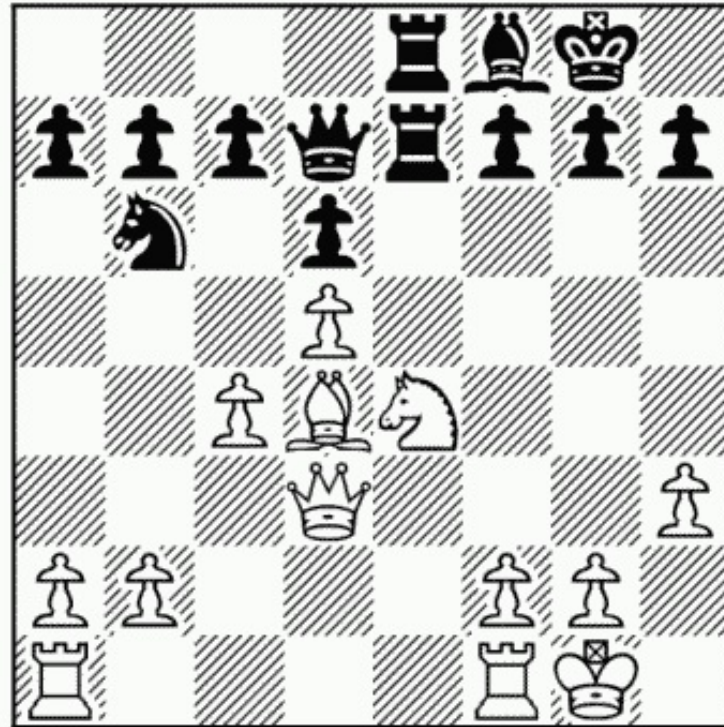


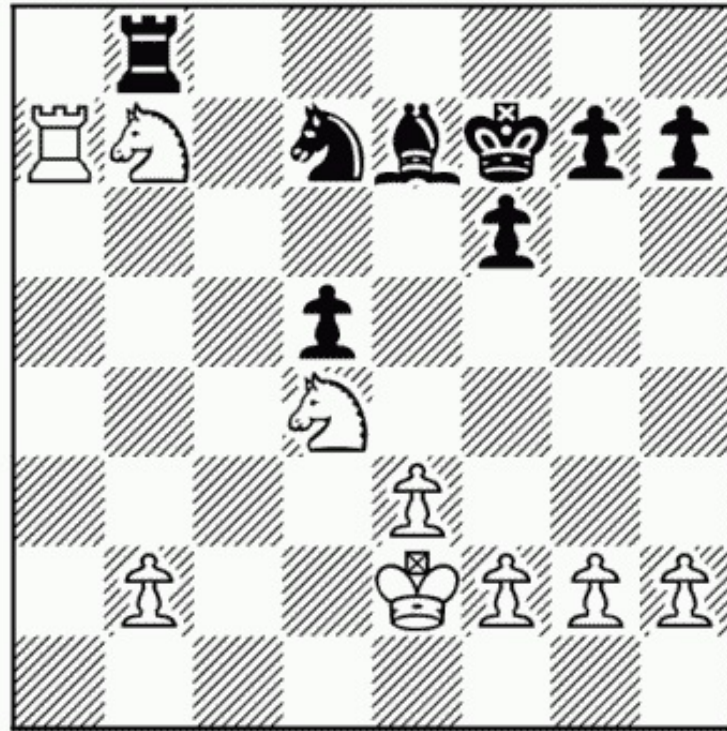


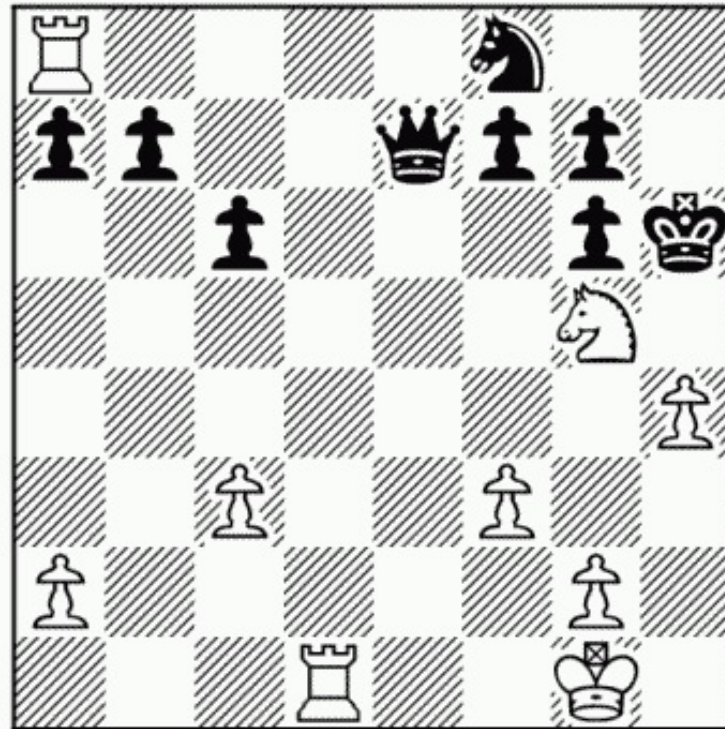


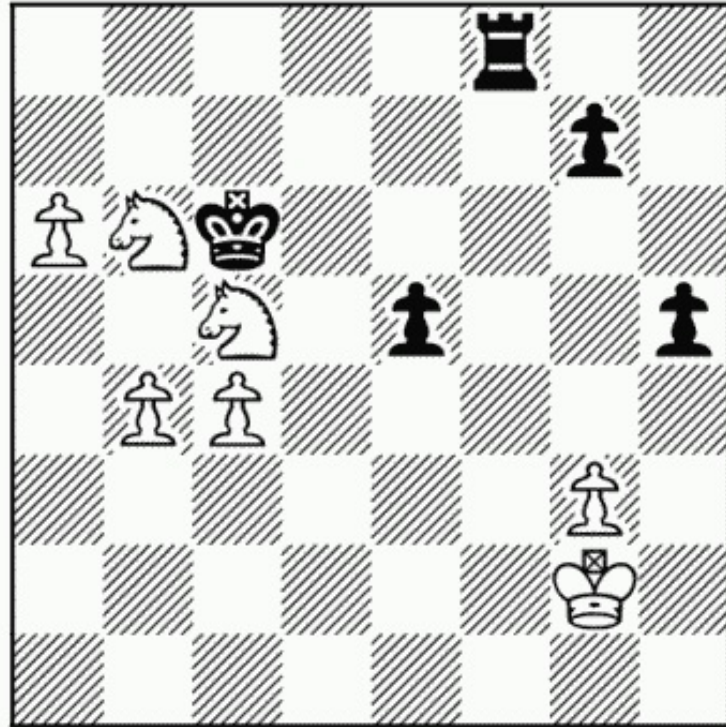




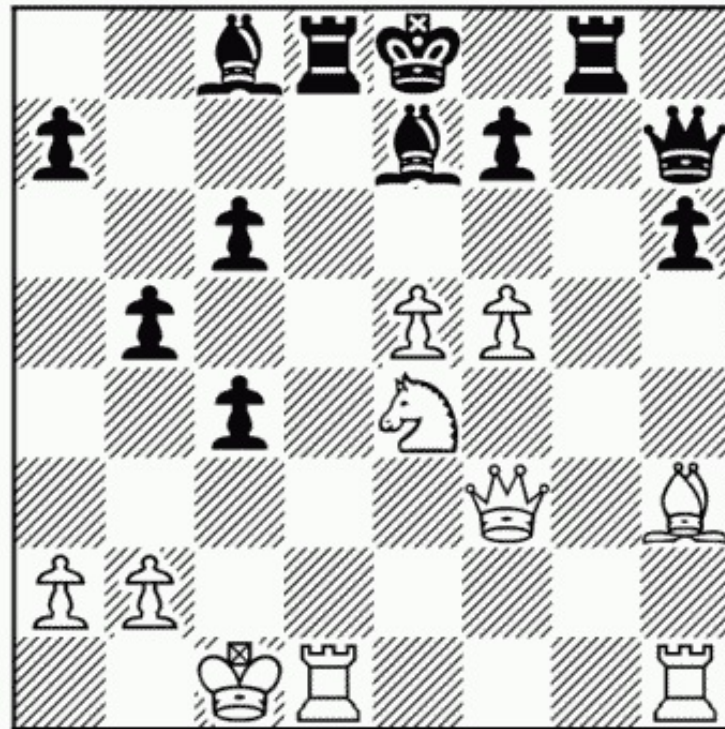




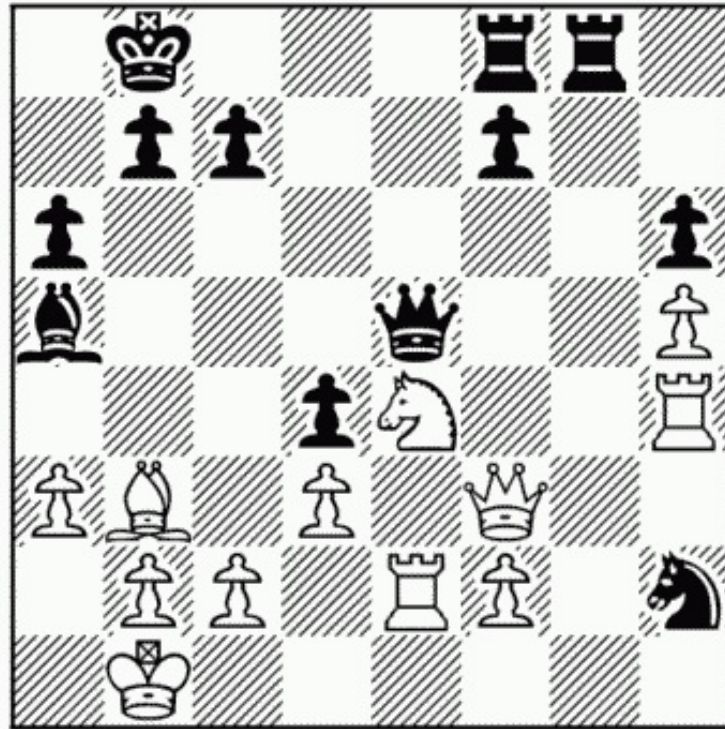


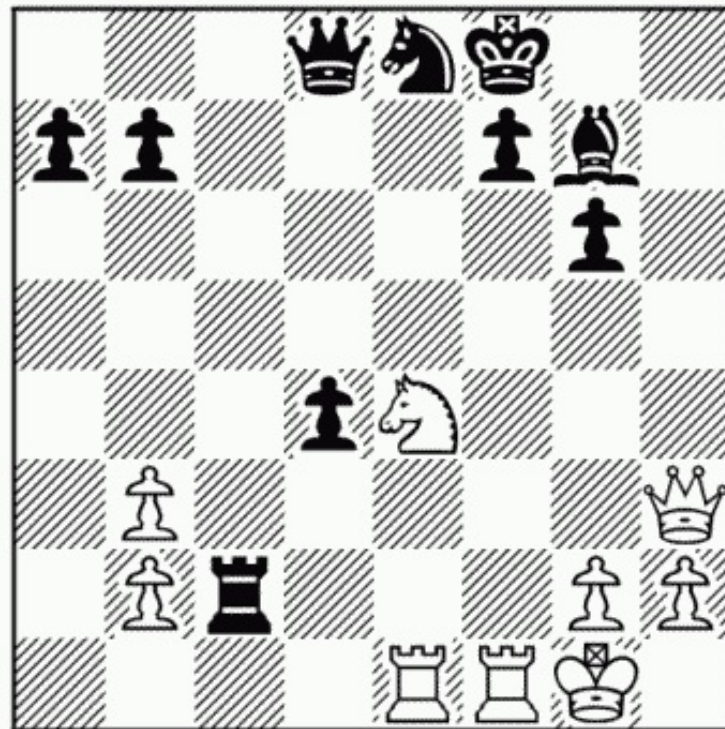


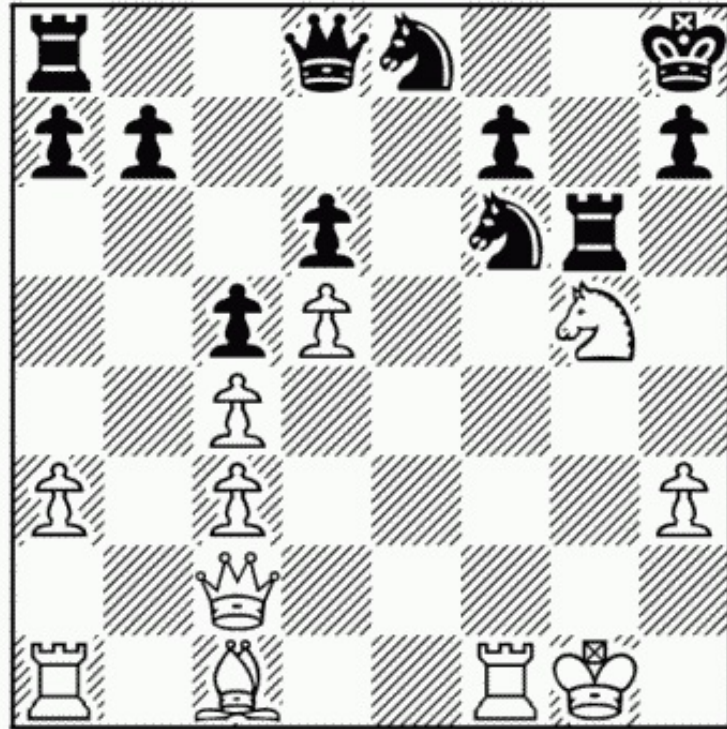


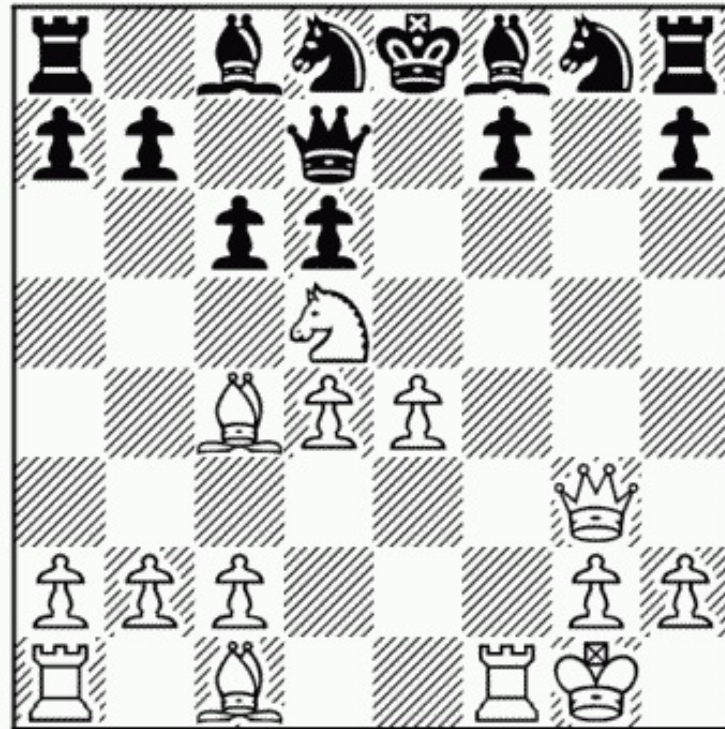






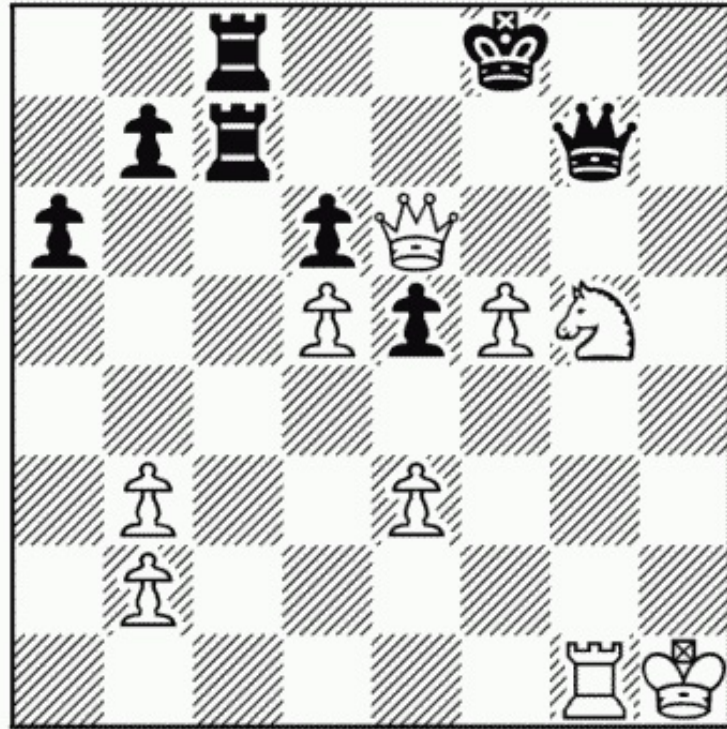




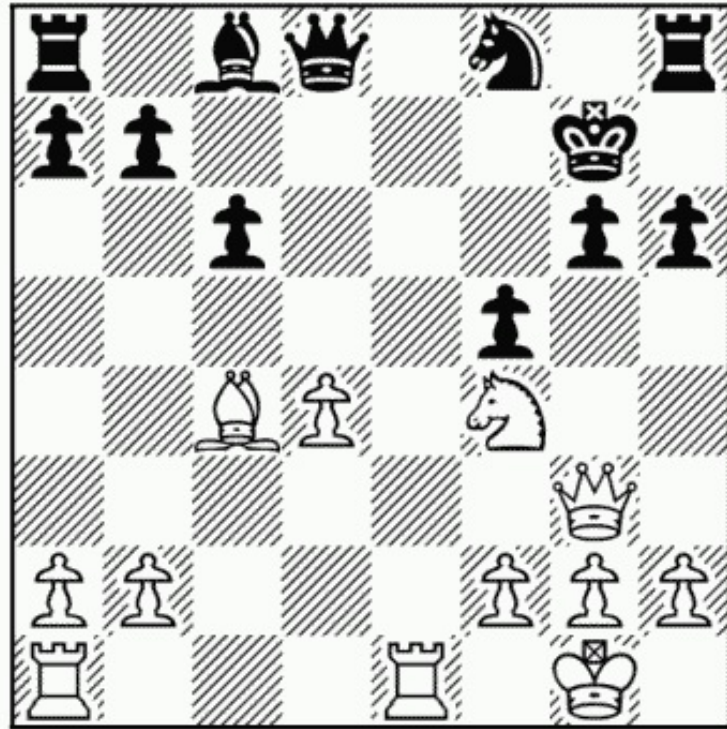


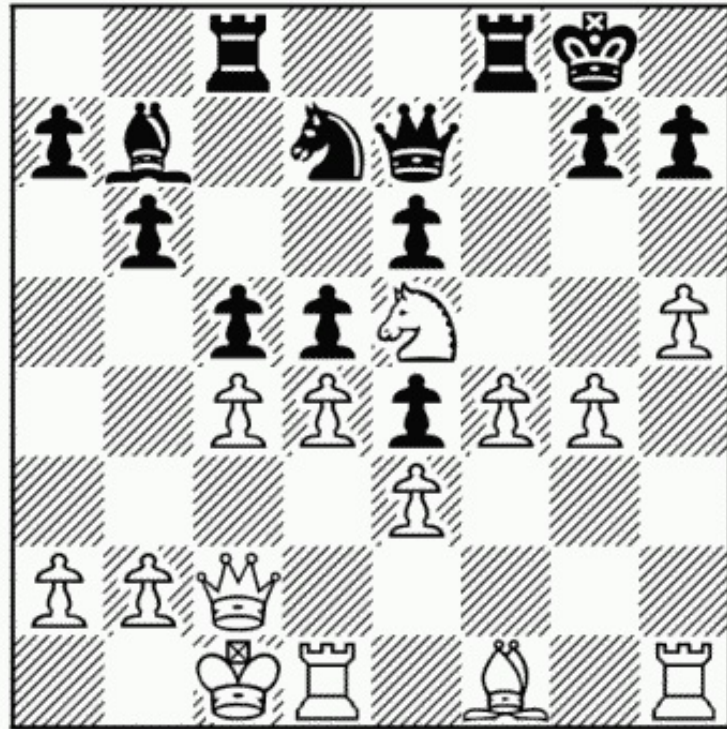


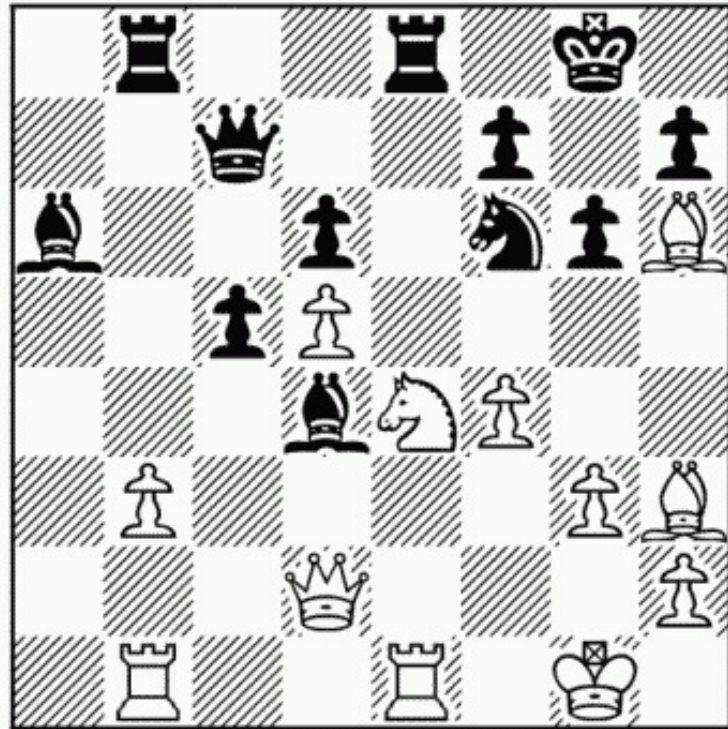


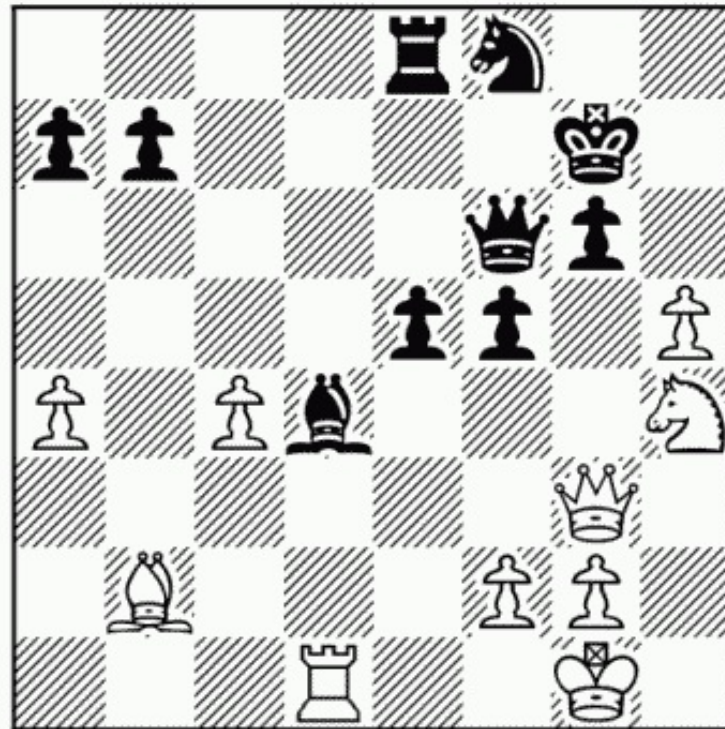






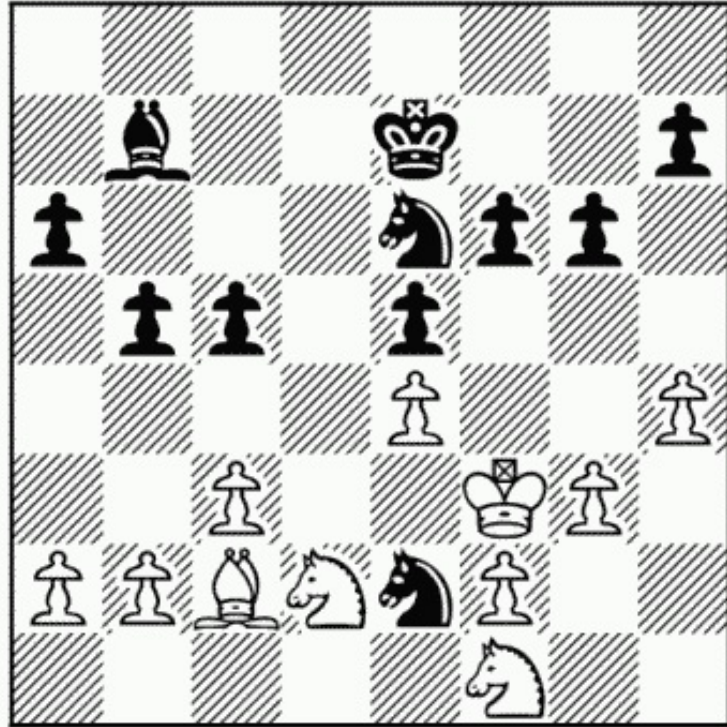




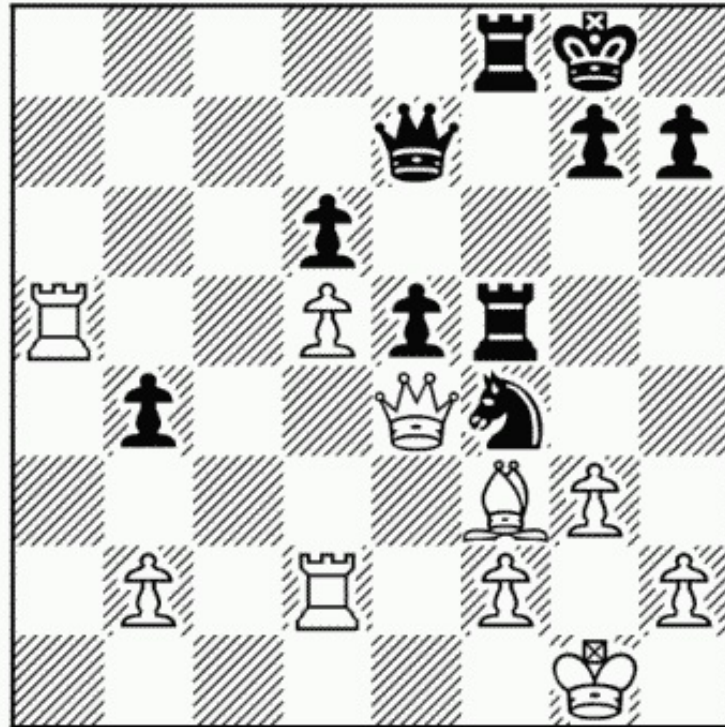


*Black Moves First*

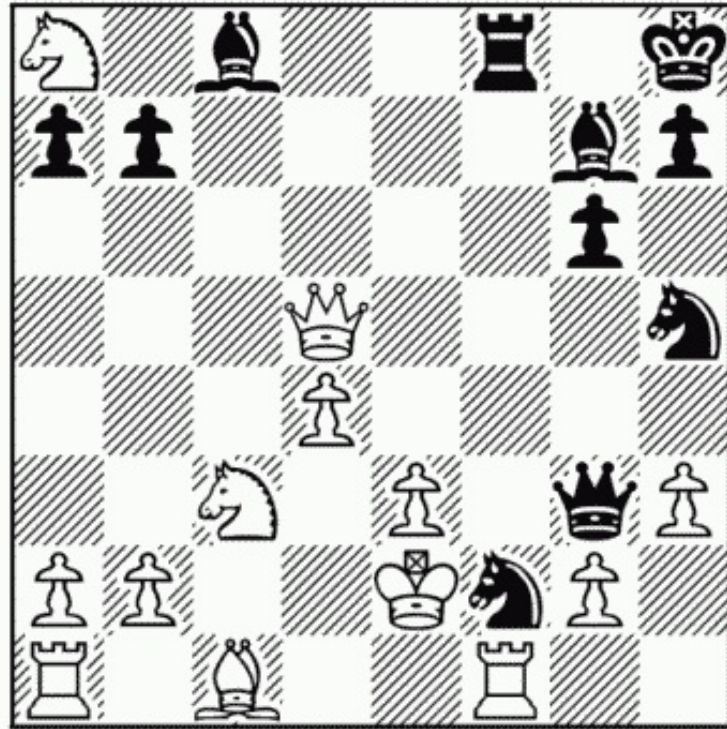
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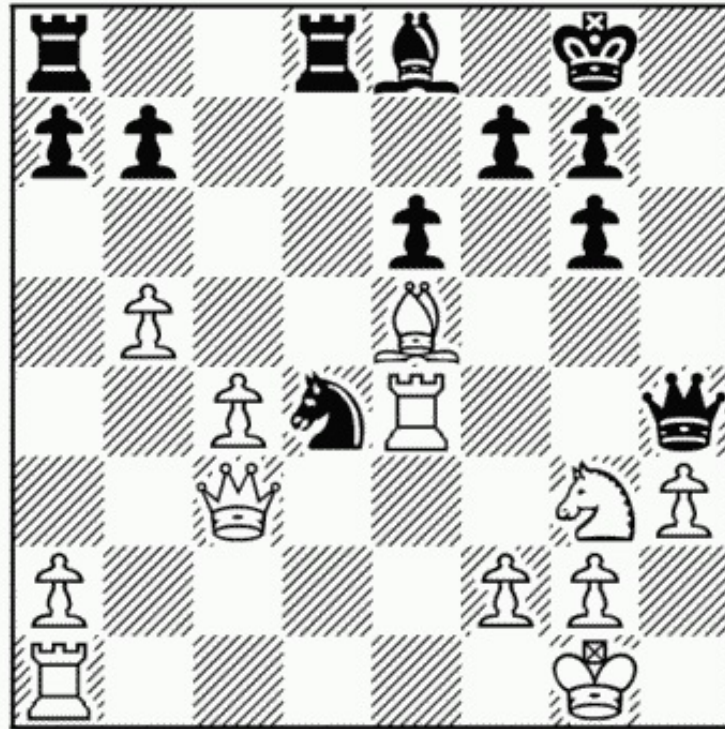


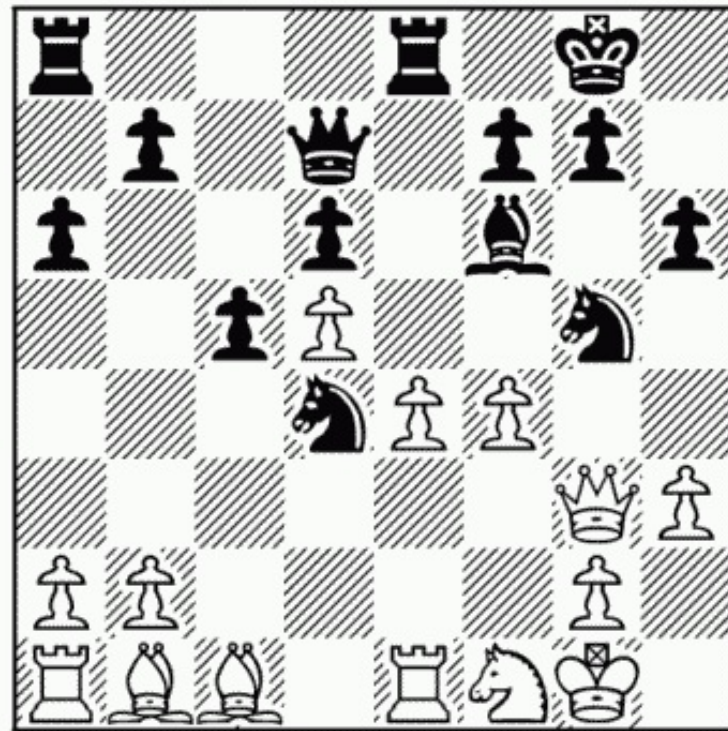


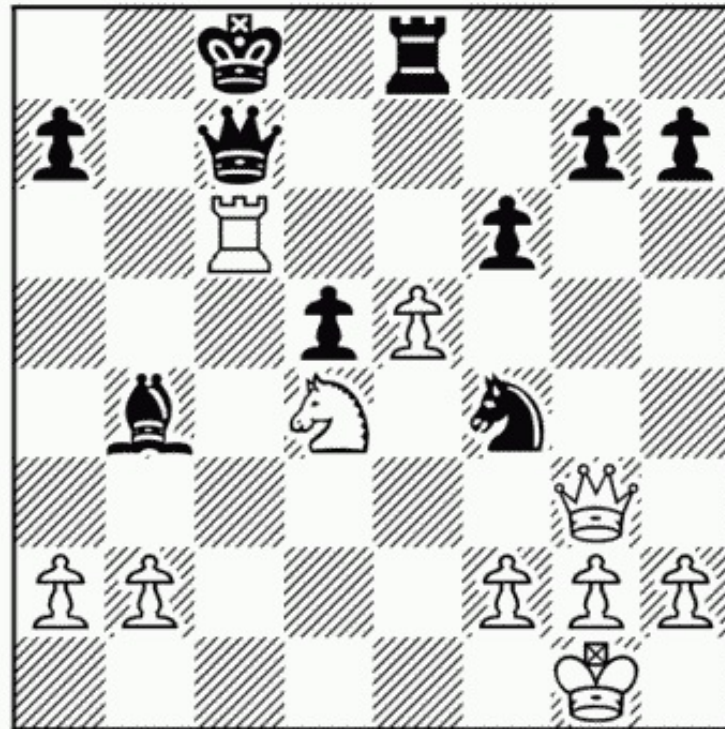


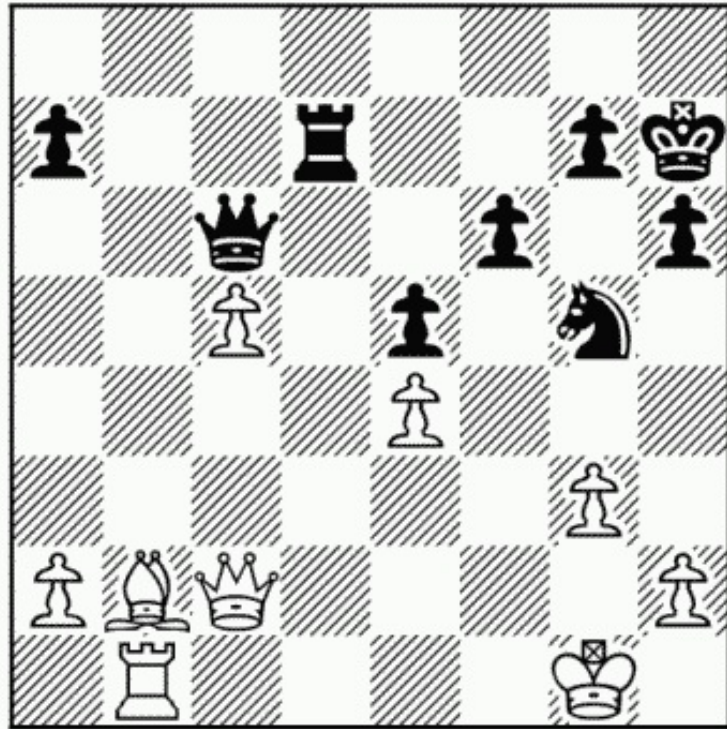




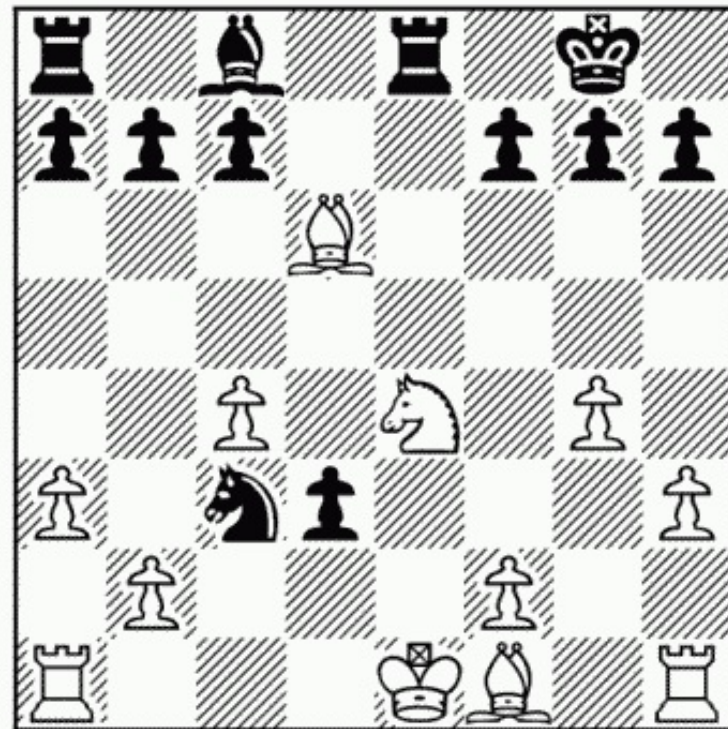




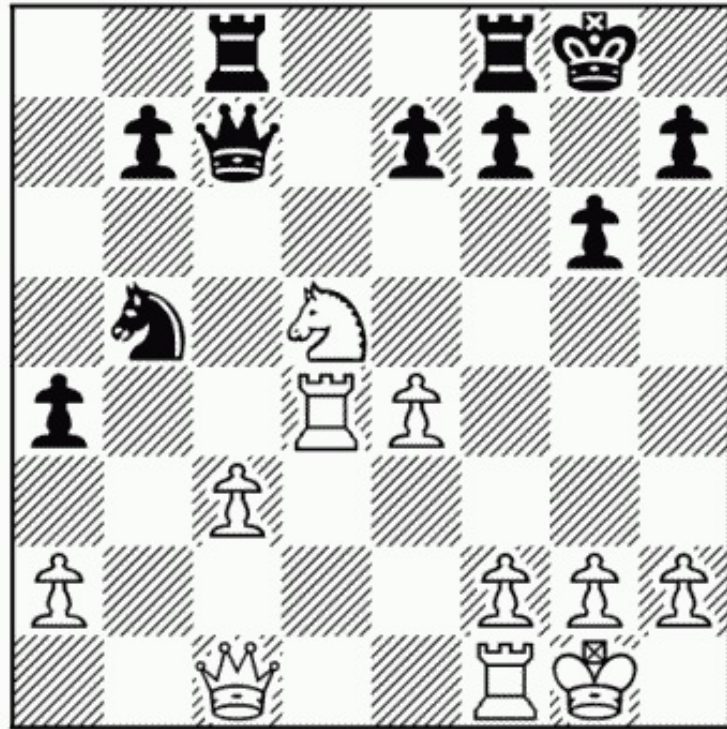


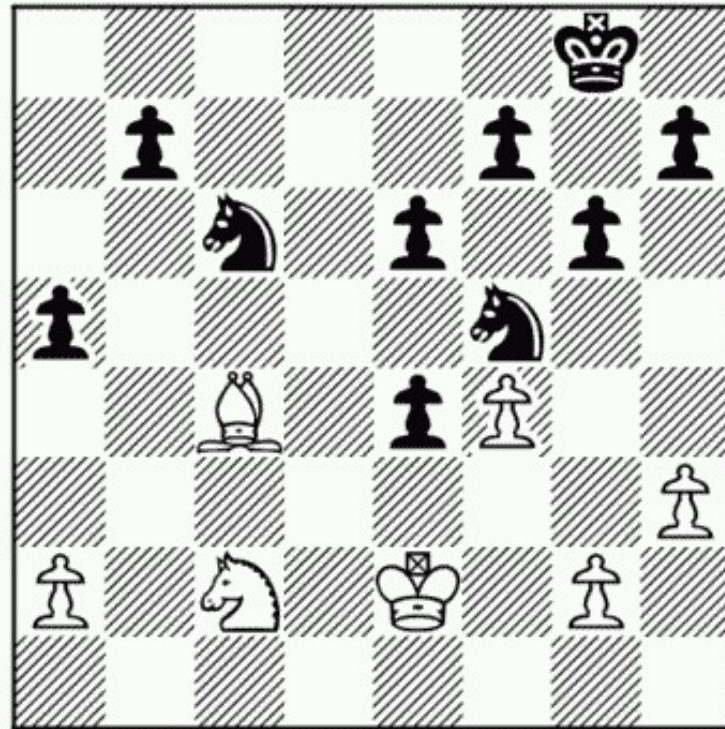


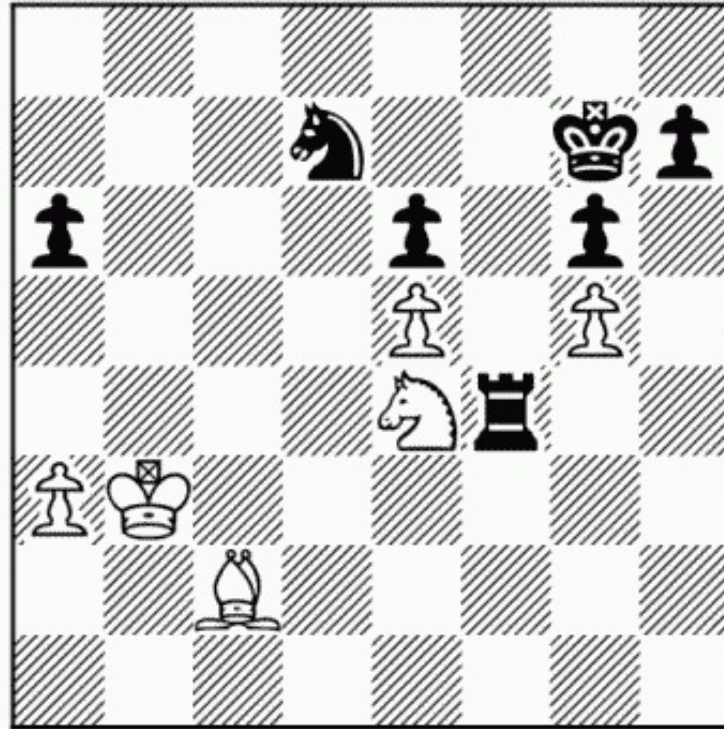


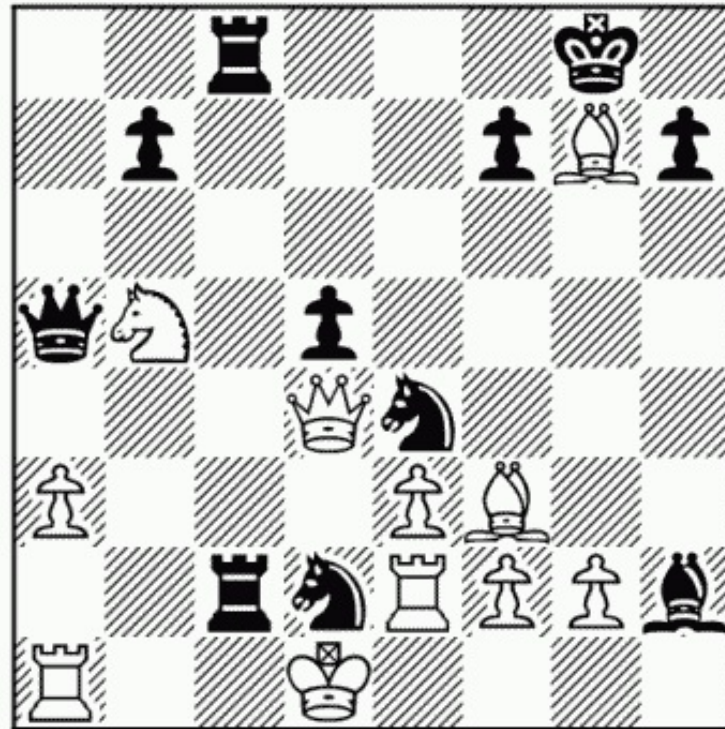


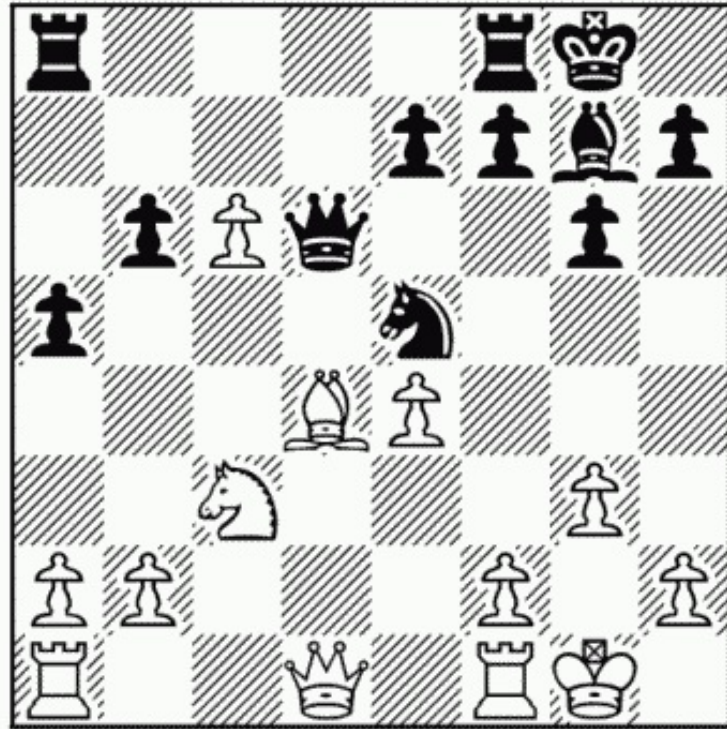




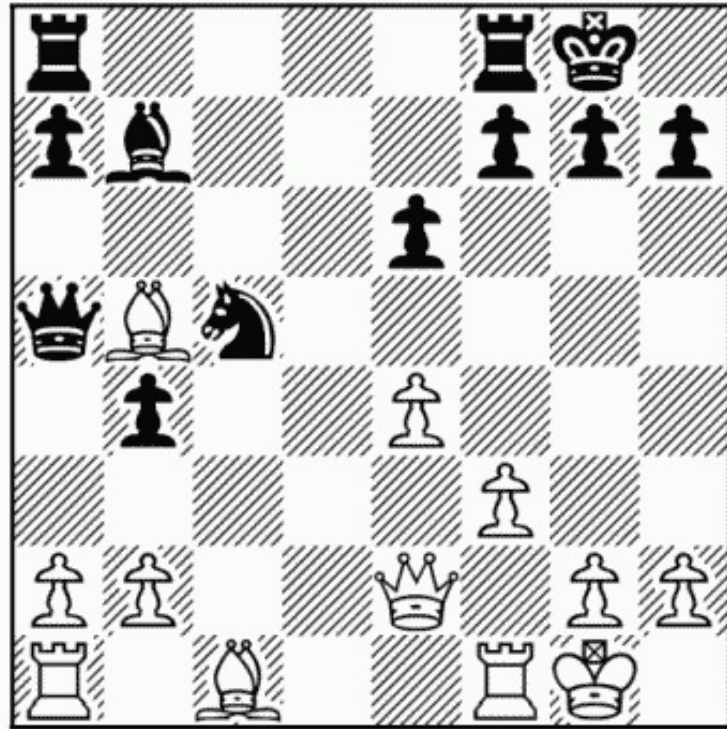




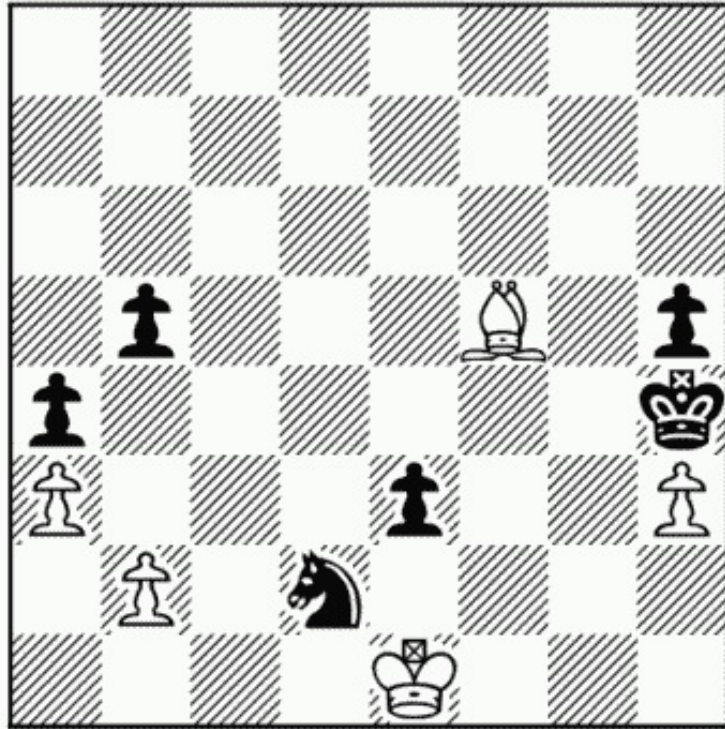


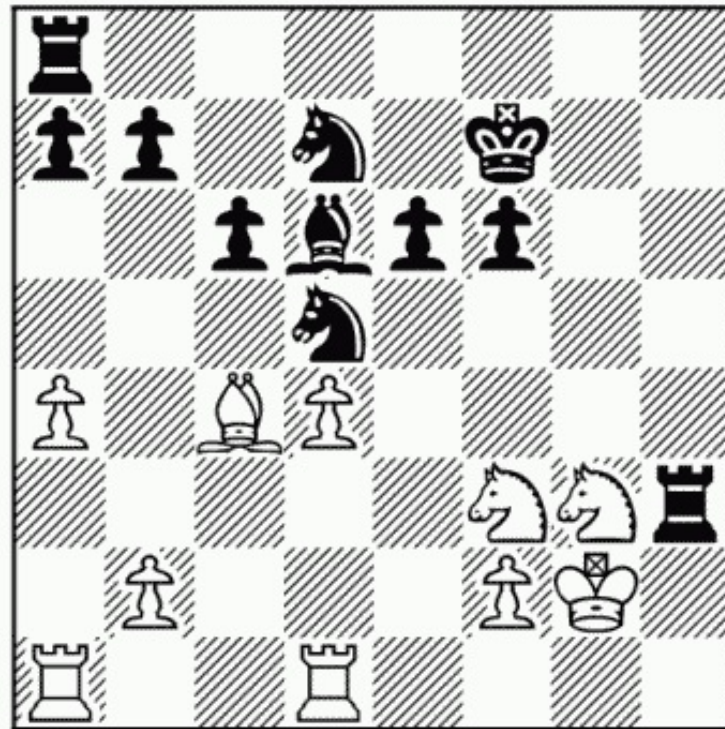


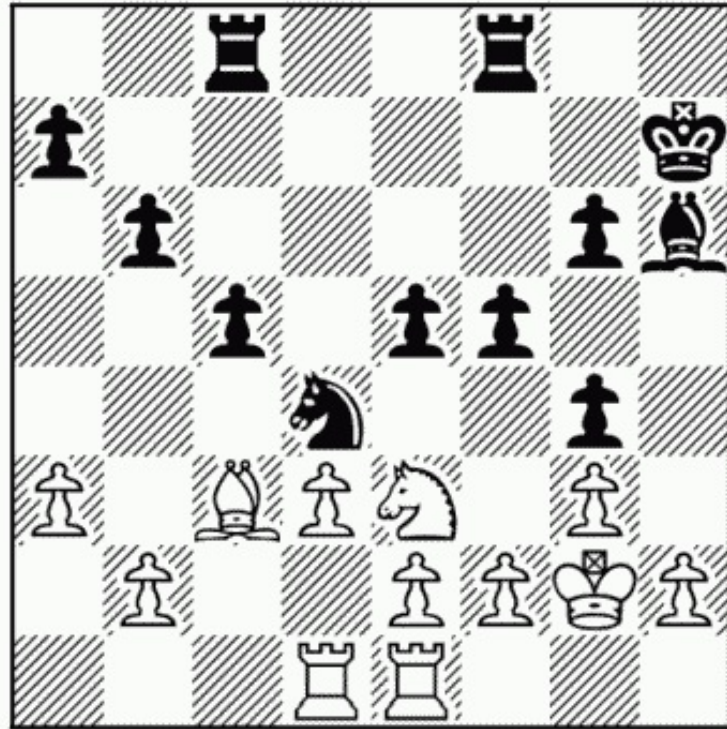




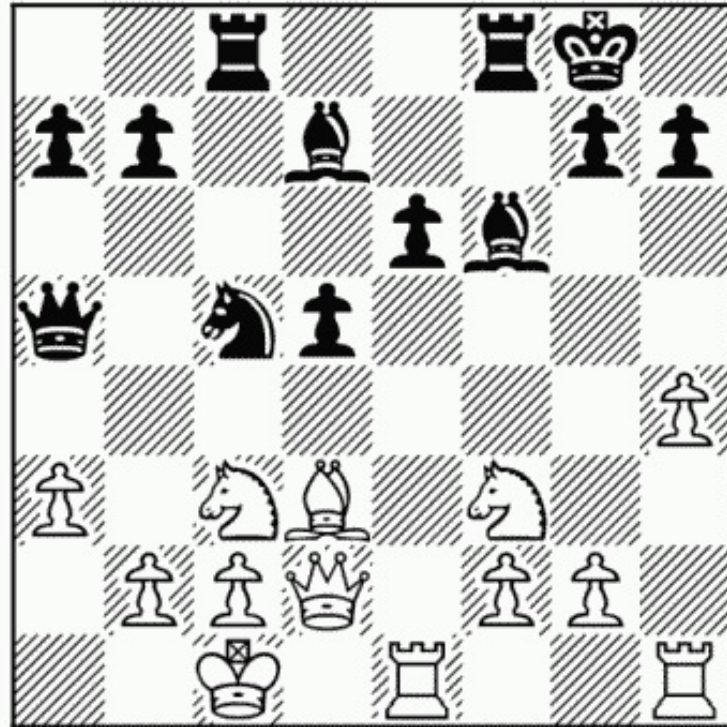




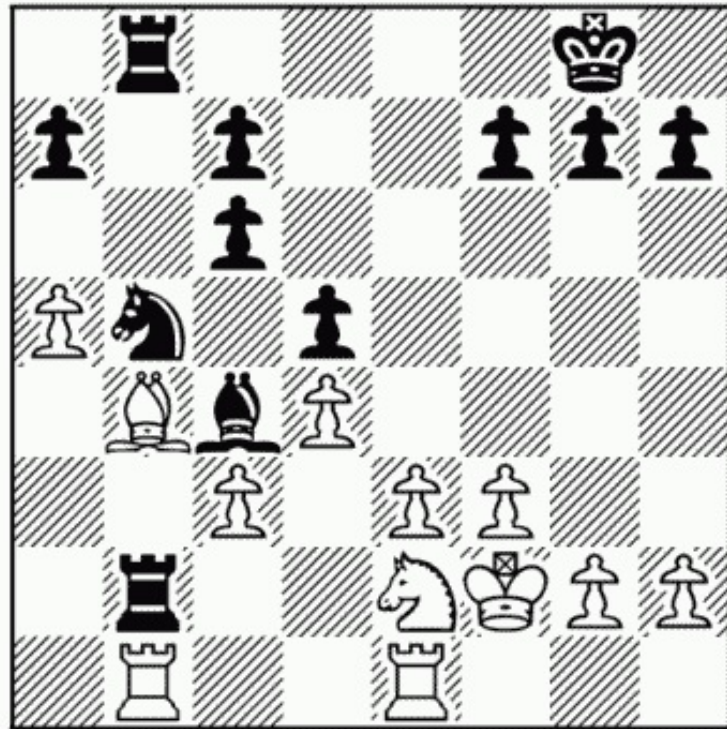




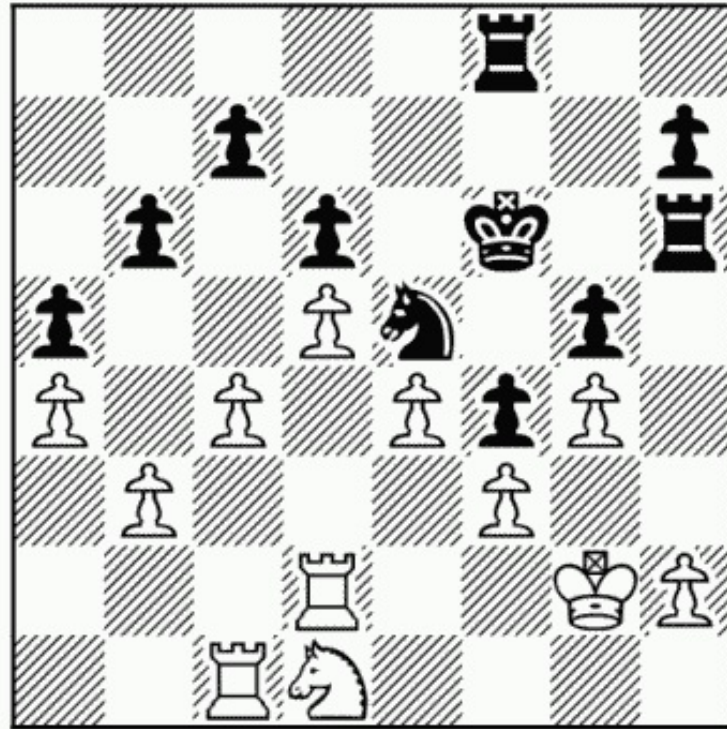




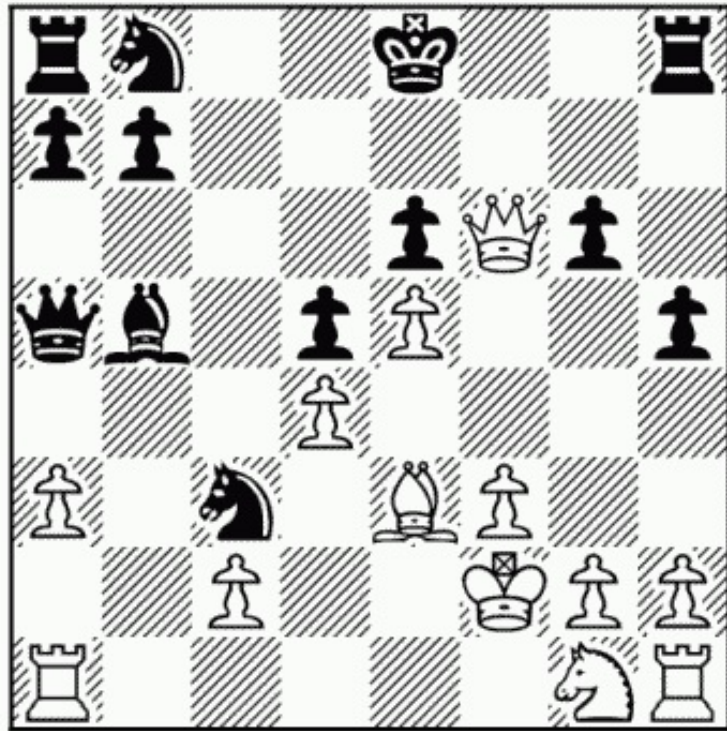


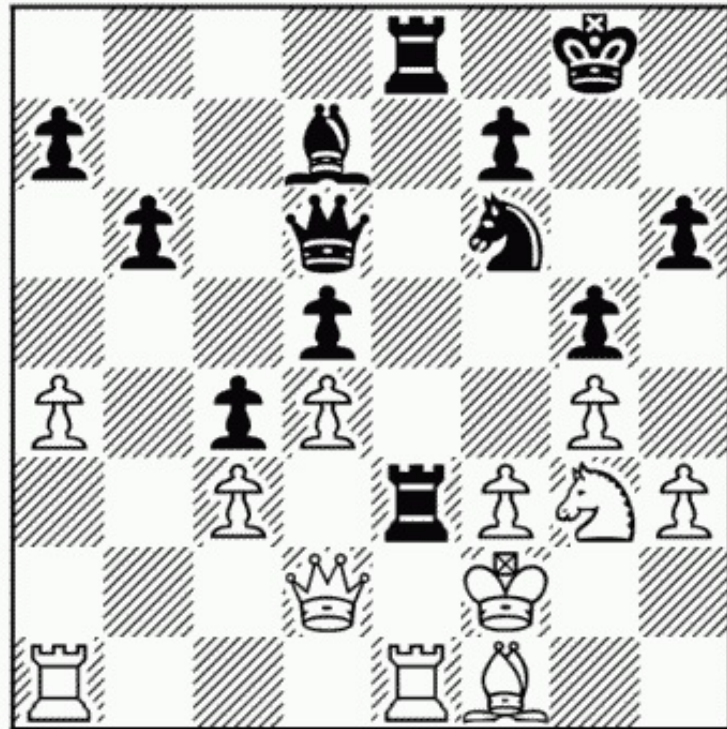


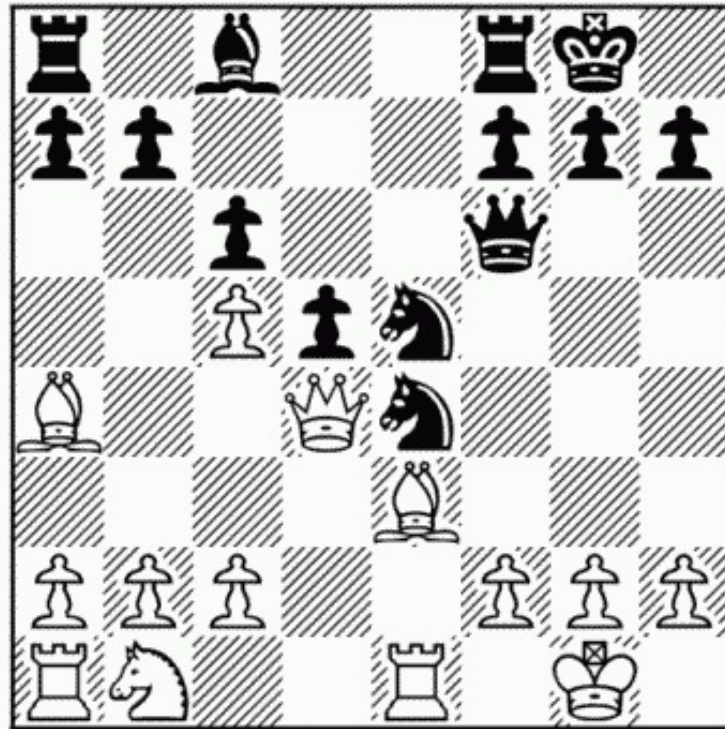




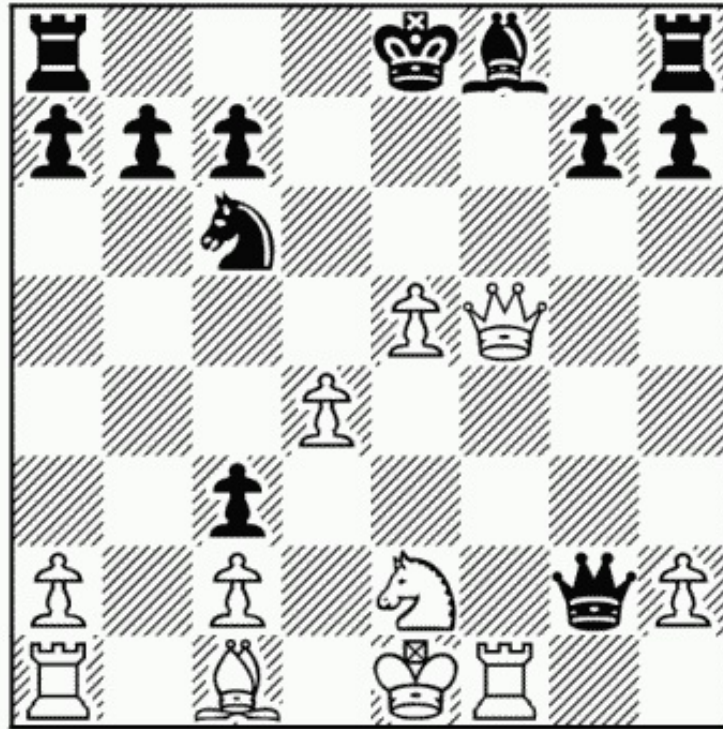




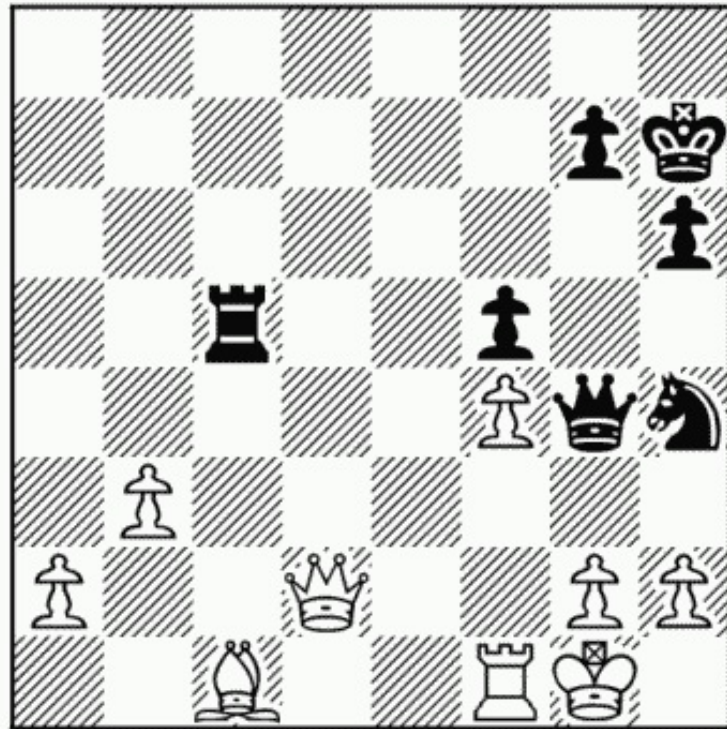


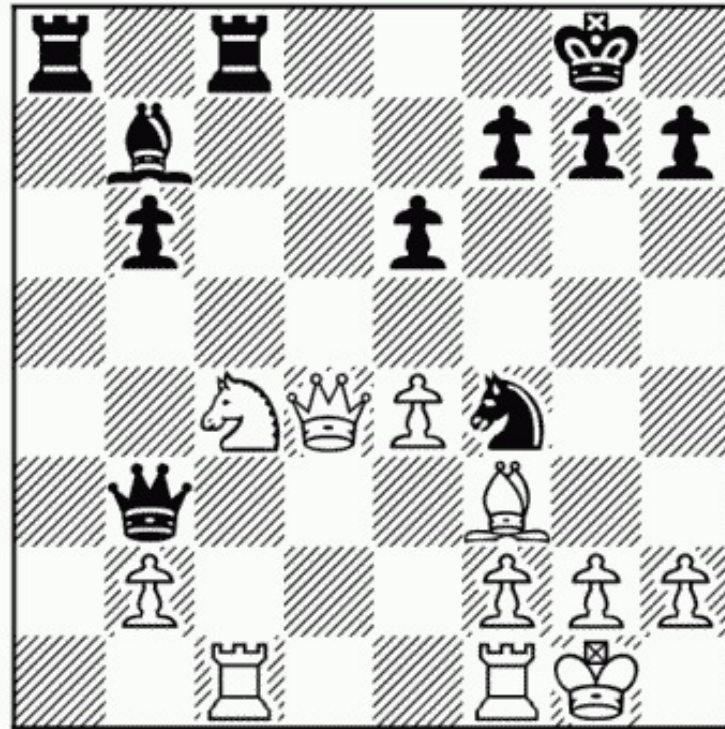


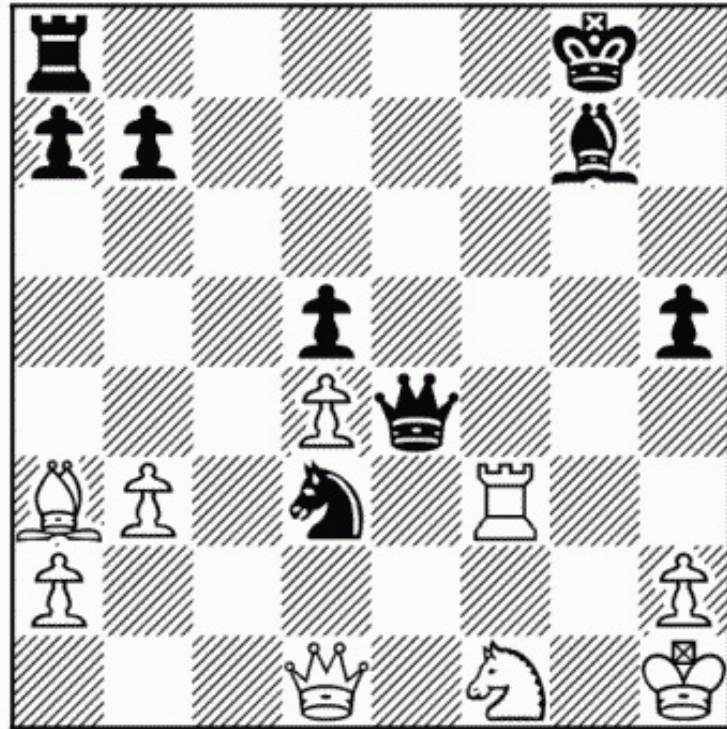


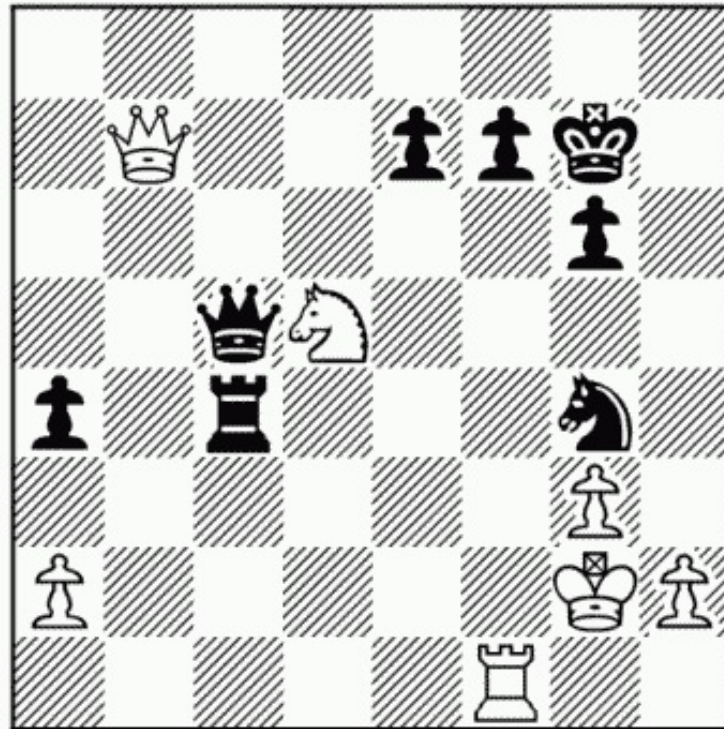












### 3. Double Attack

This type of attack – *simultaneous attack by a single unit on two hostile units* – is the very essence of chess. This attack is economical and profitable. It appeals to the player who knows how to get the maximum effect from his pieces.

The queen, with its wide cruising range and ability to attack in several directions by vertical, lateral, and diagonal moves, is the ideal piece for the double attack.

In [Diagram 181](#) for example, the queen threatens mate in one direction and menaces an unguarded knight in another direction. Result: White wins the knight by force.

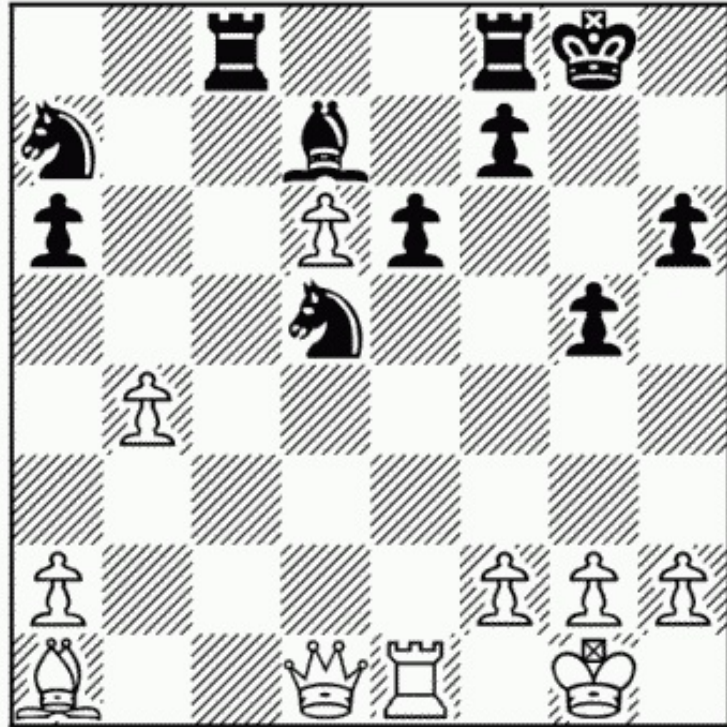
The same theme is neatly illustrated in [Diagram 187](#), where White first maneuvers the queen in order to set up the decisive double attack.

But even the lowly pawn can engineer a double attack—see [Diagram 225](#). As a matter of fact, the pawn fork is particularly dangerous precisely *because* the pawn has the least value of any chess unit. [Diagram 253](#) is another splendid illustration of this theme.

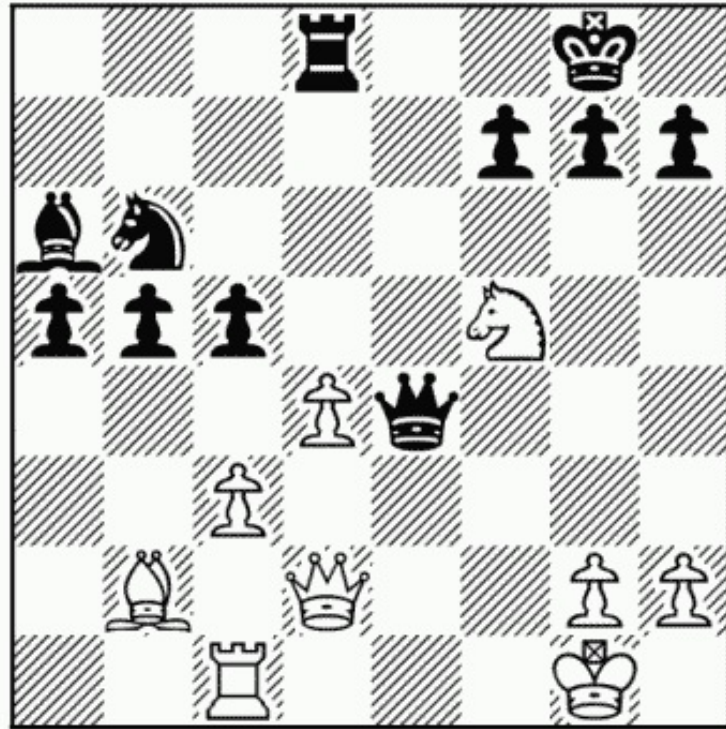
The rook ([Diagram 291](#)) and the bishop ([Diagram 277](#)) are also effective in carrying out double attacks.

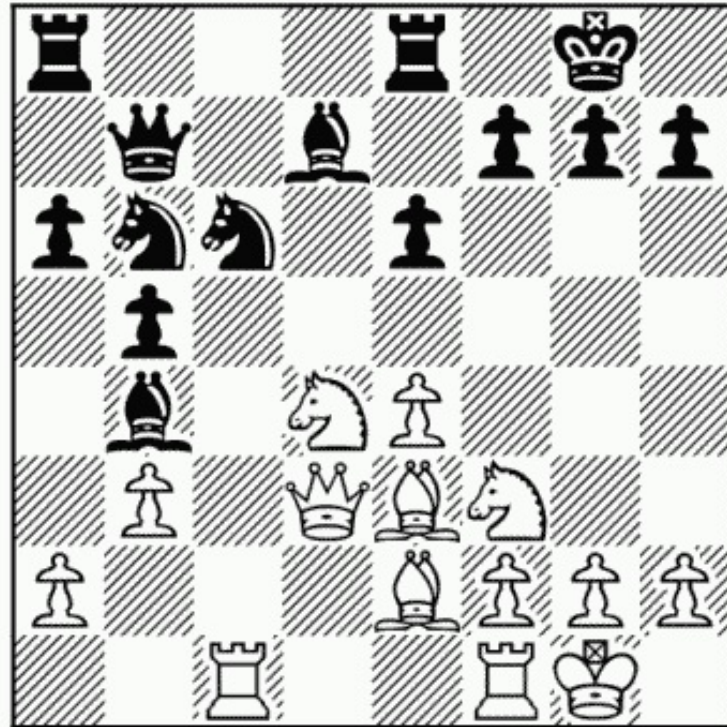
*White Moves First*

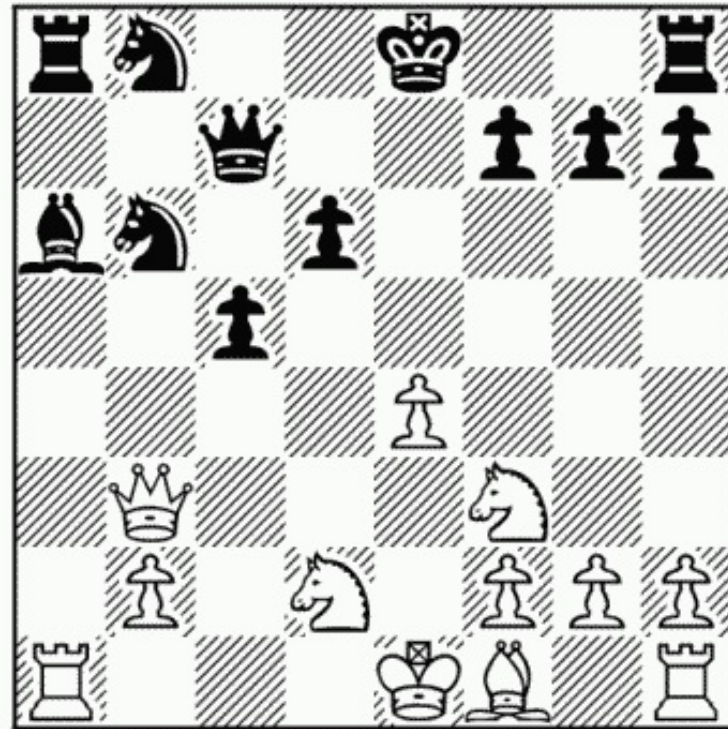
181

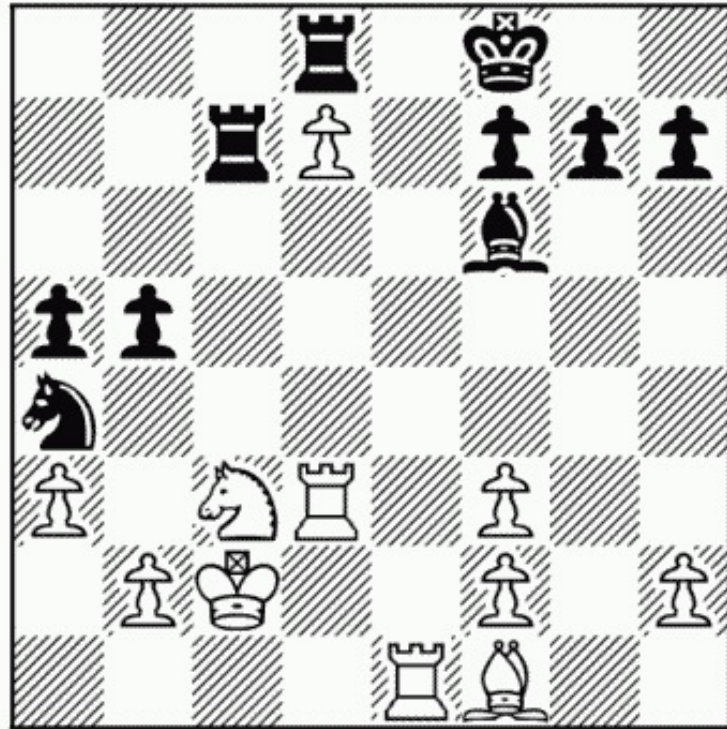


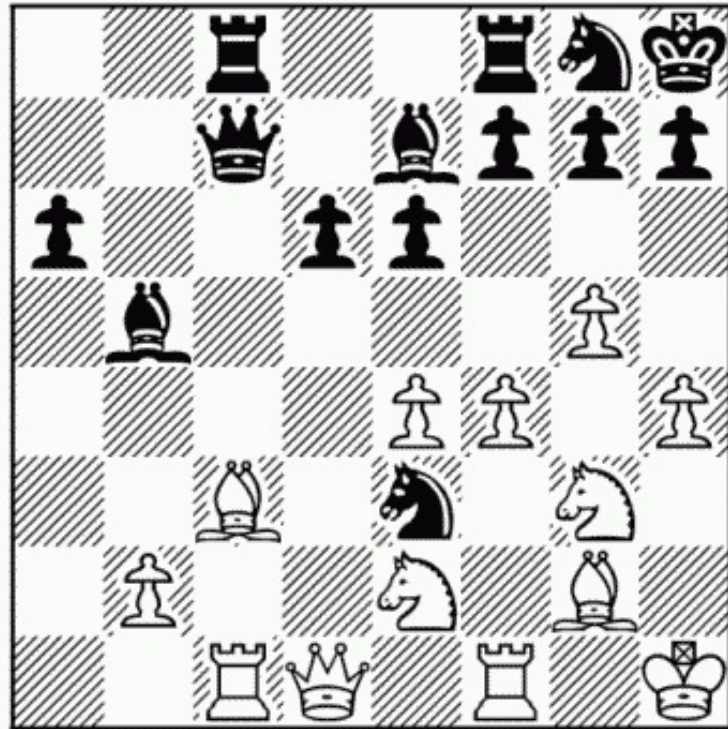




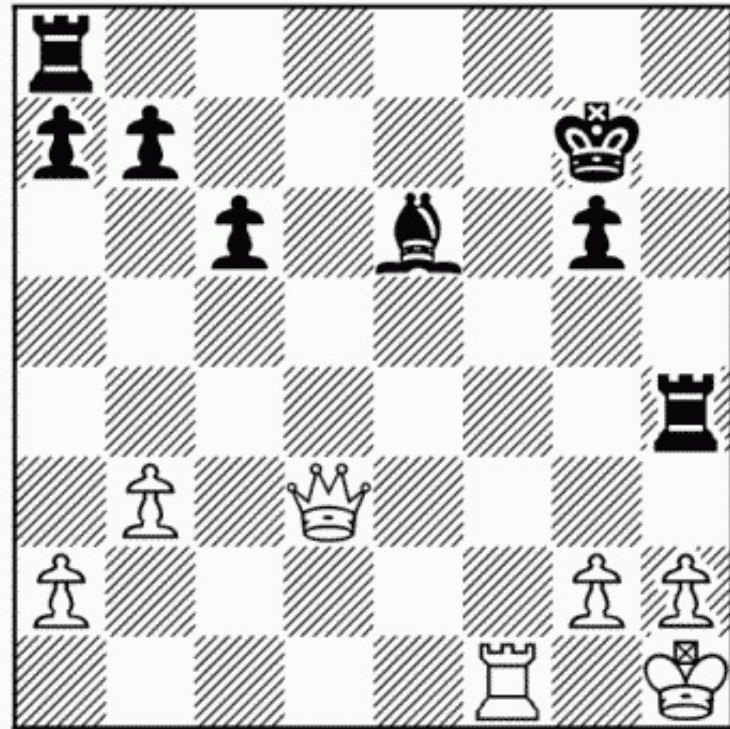




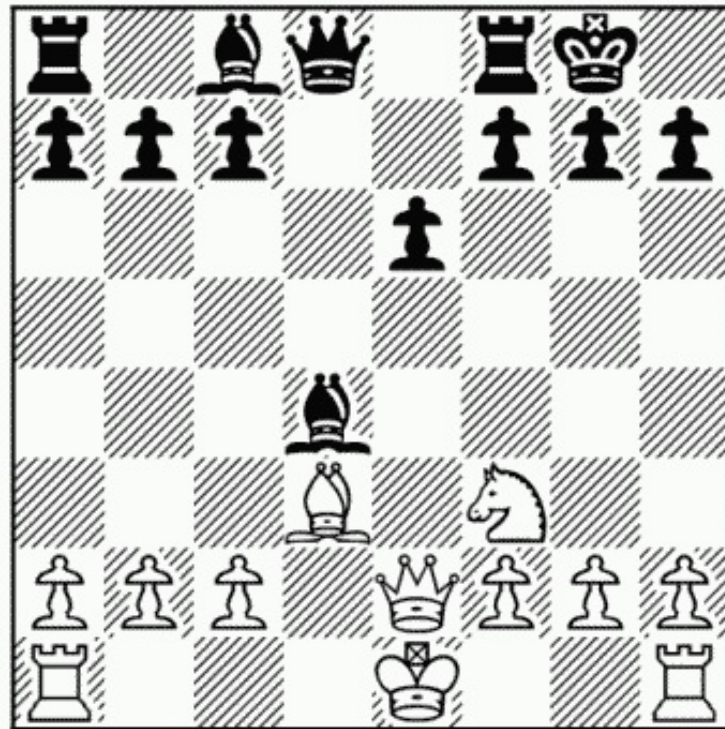


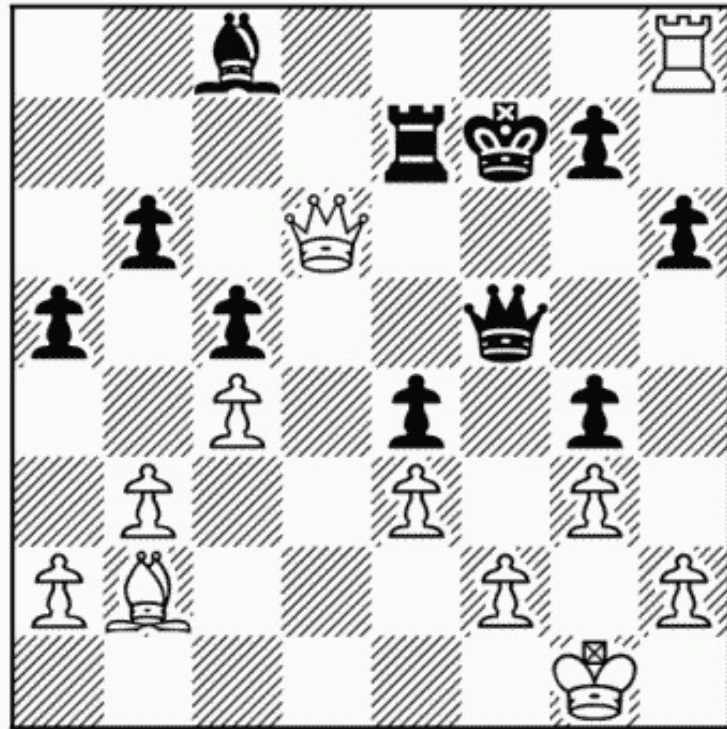


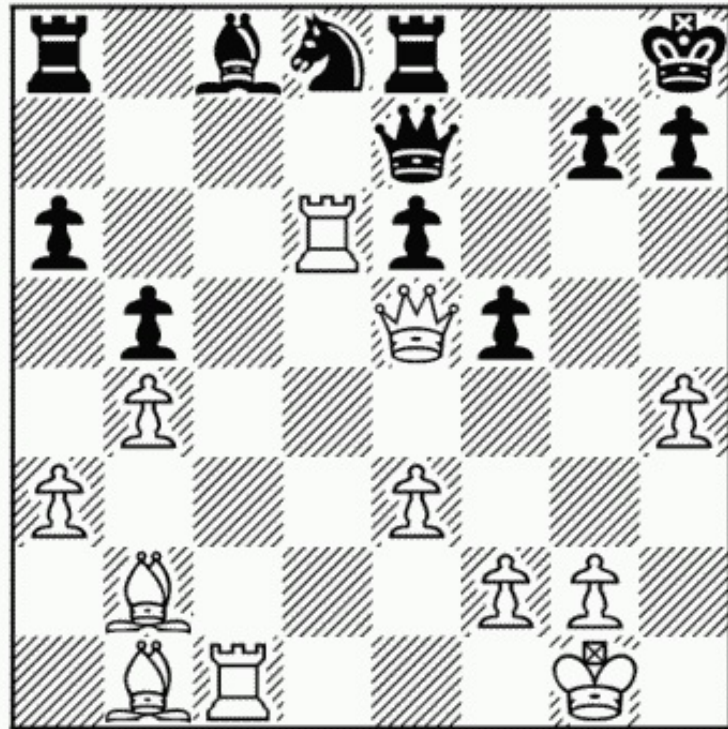


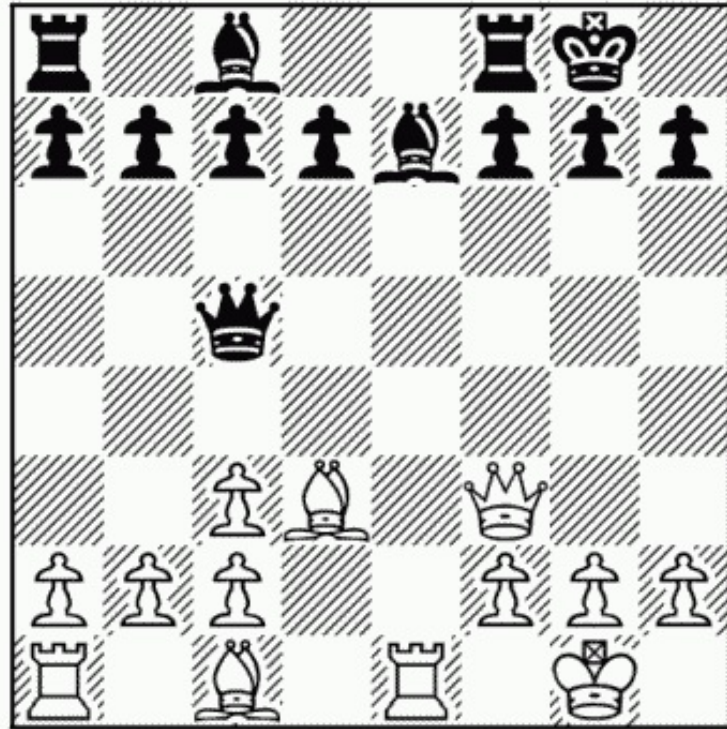


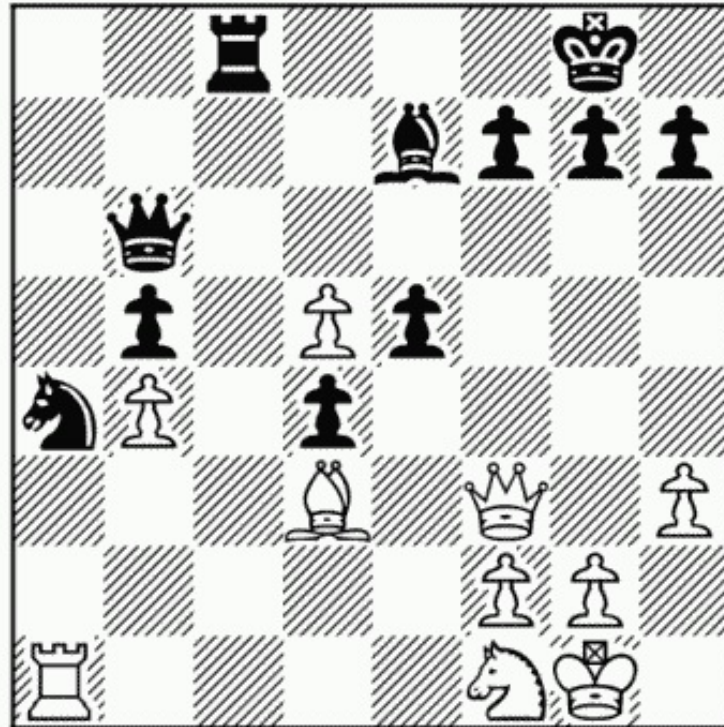








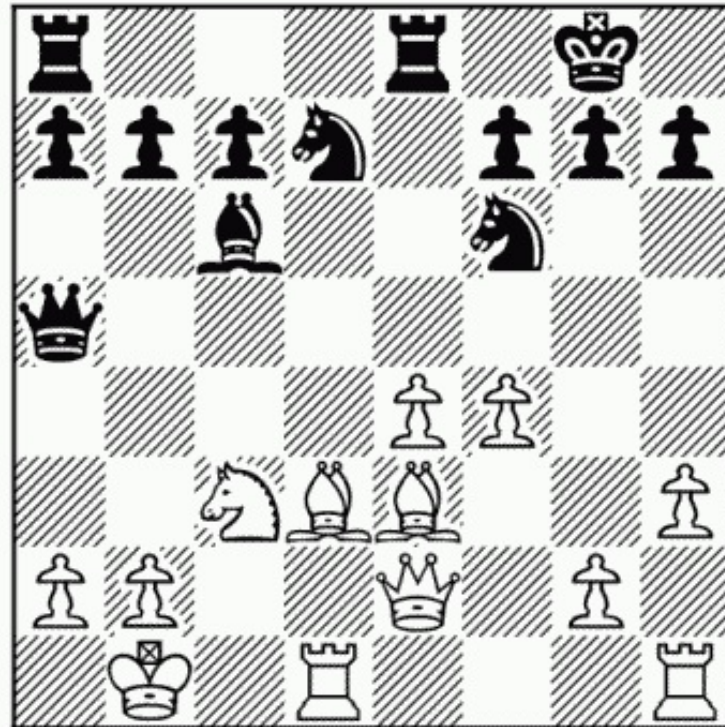


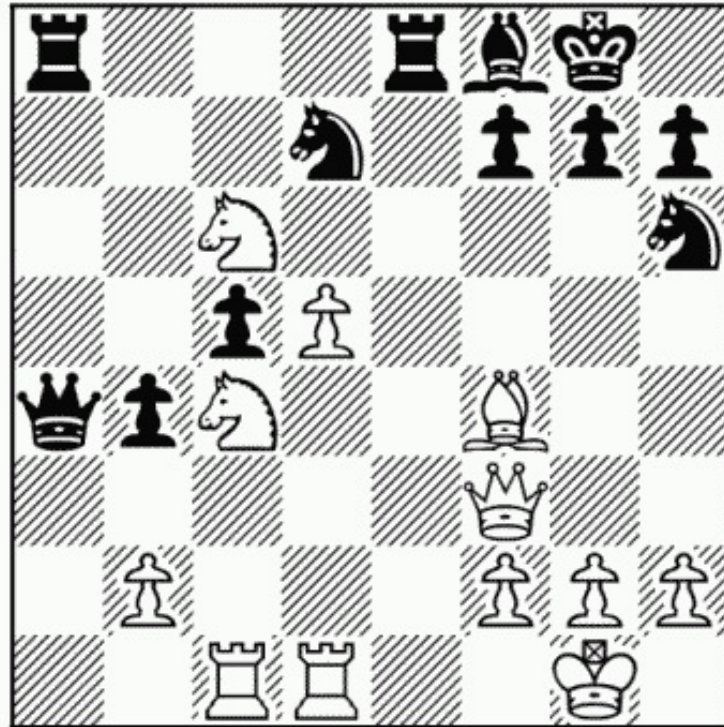


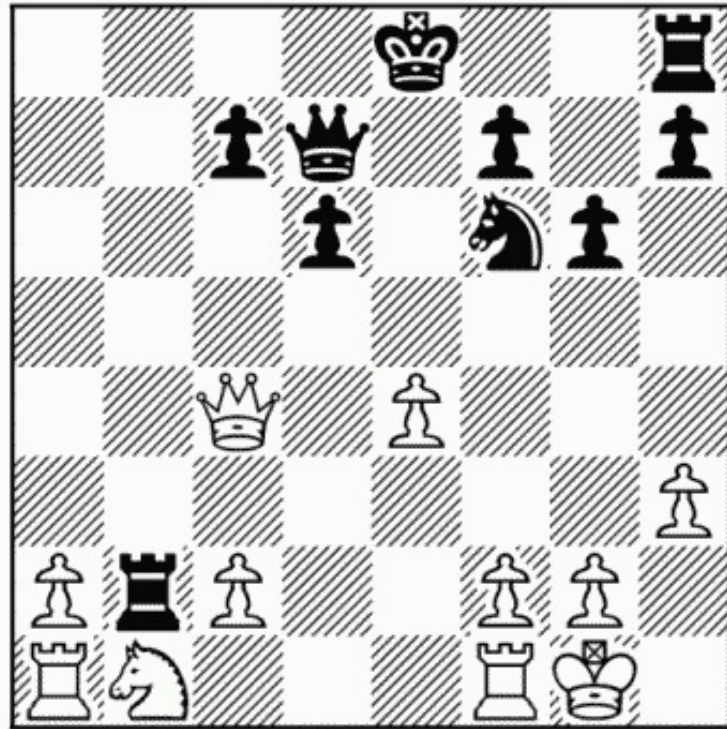


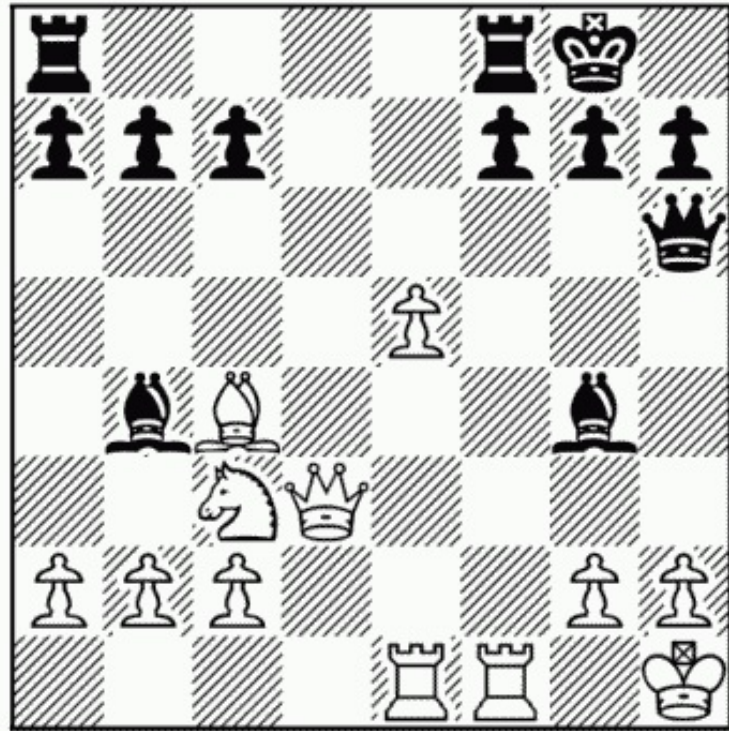


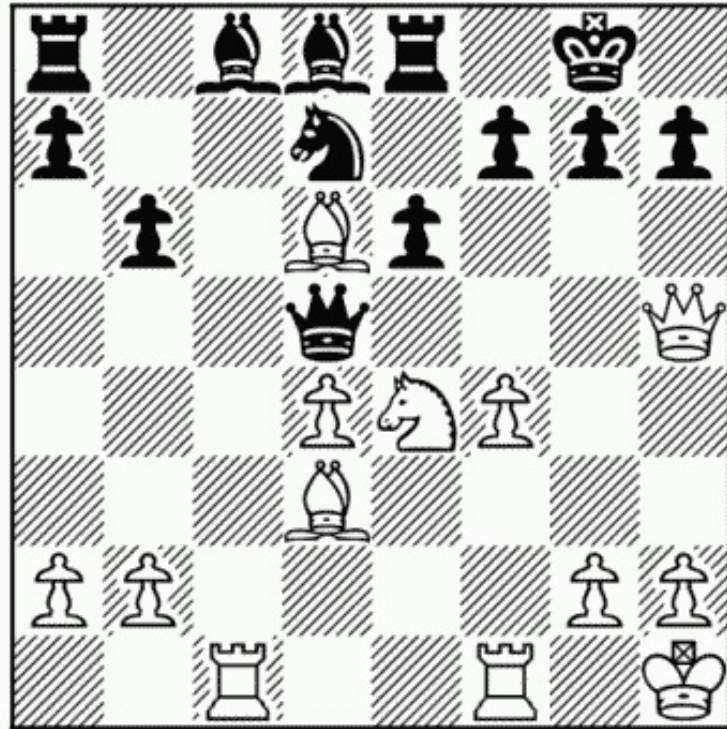




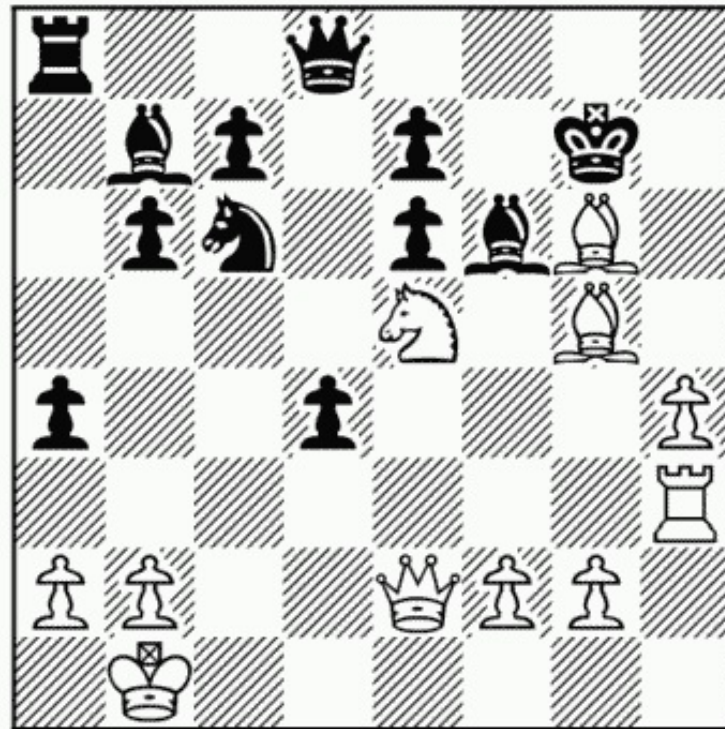




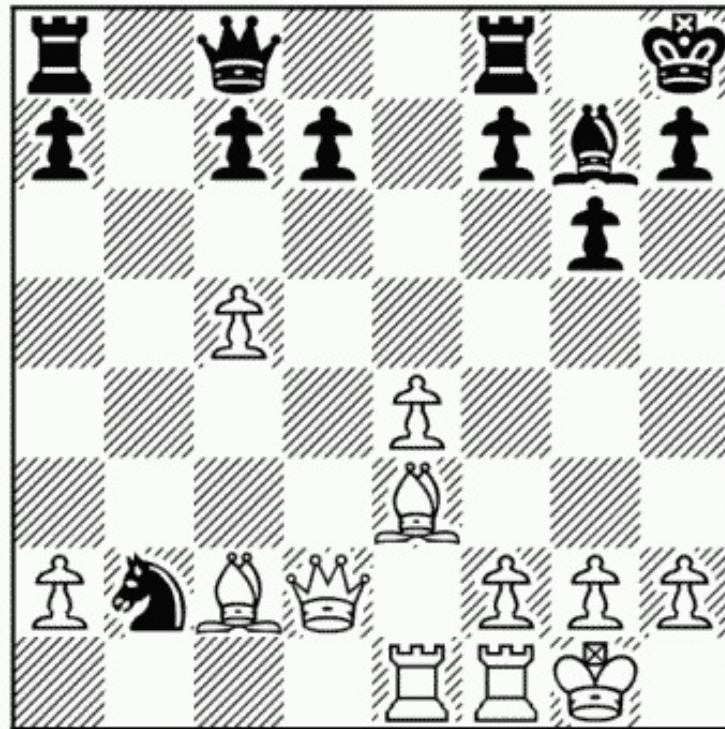


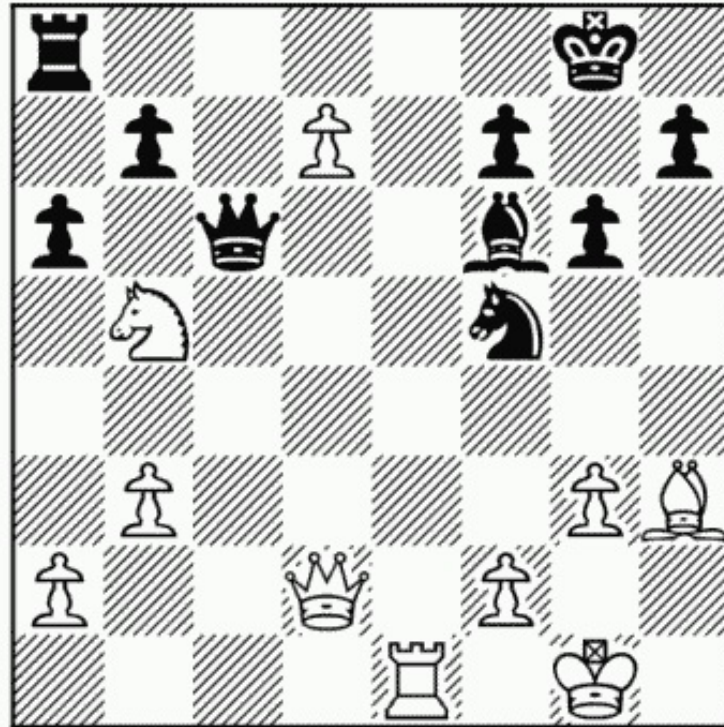


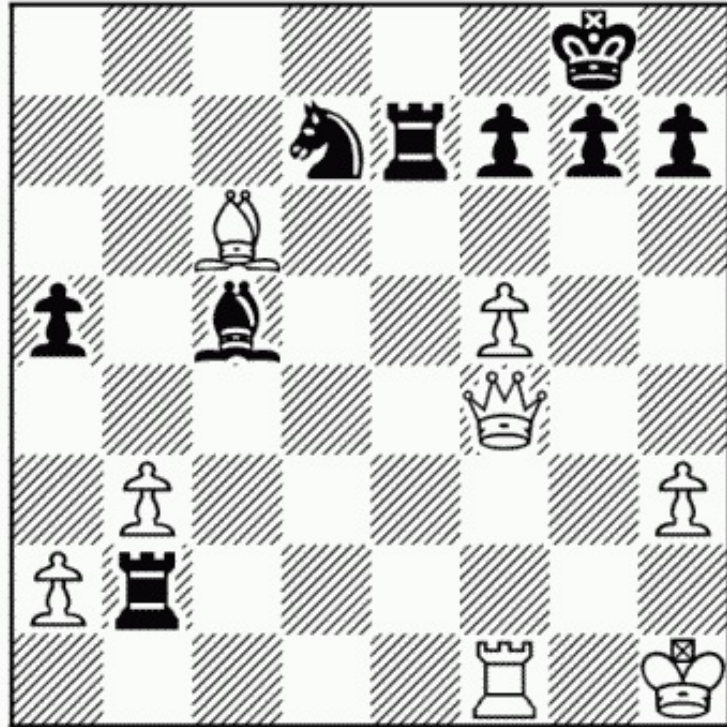


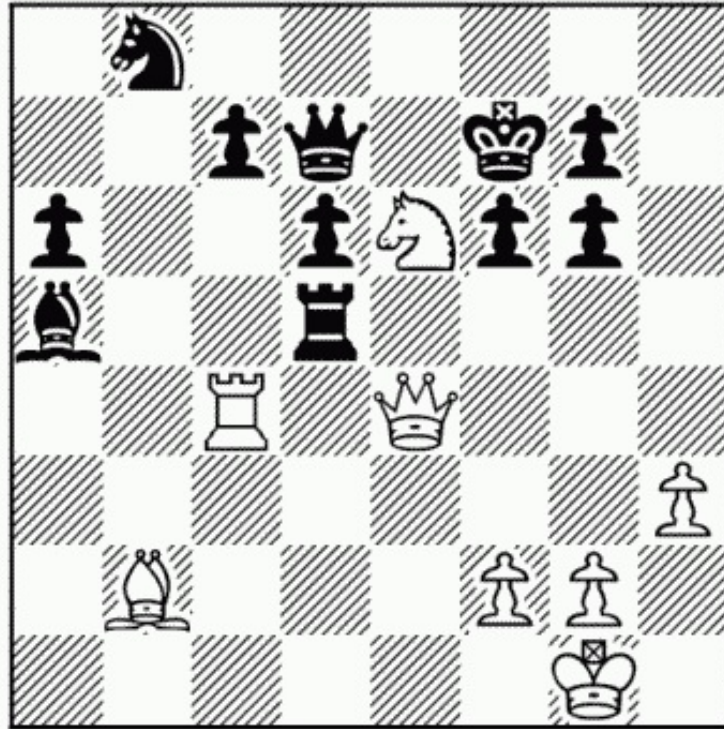


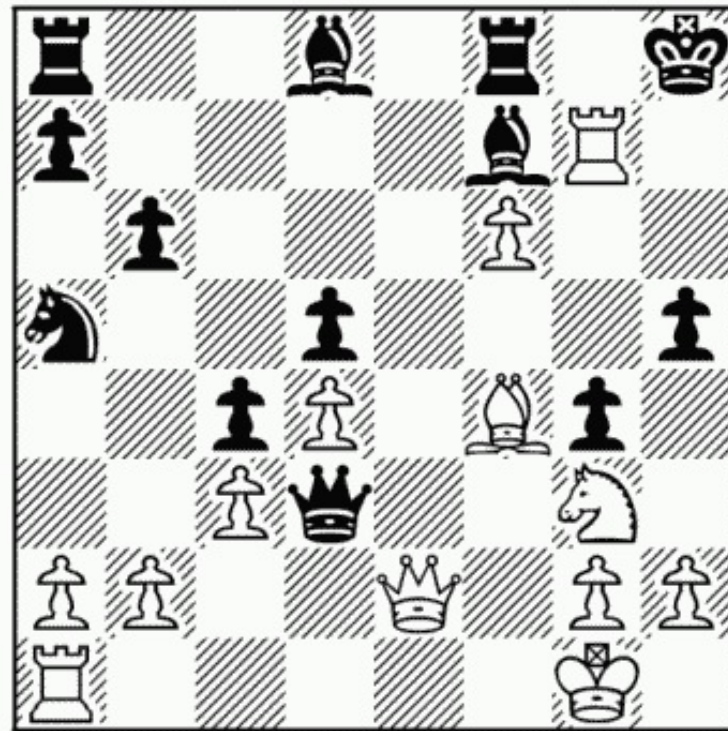




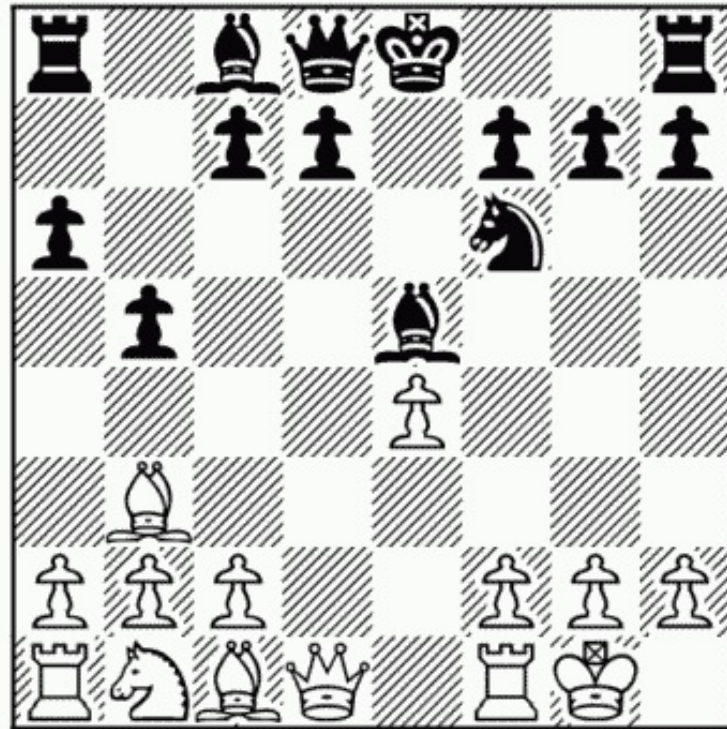




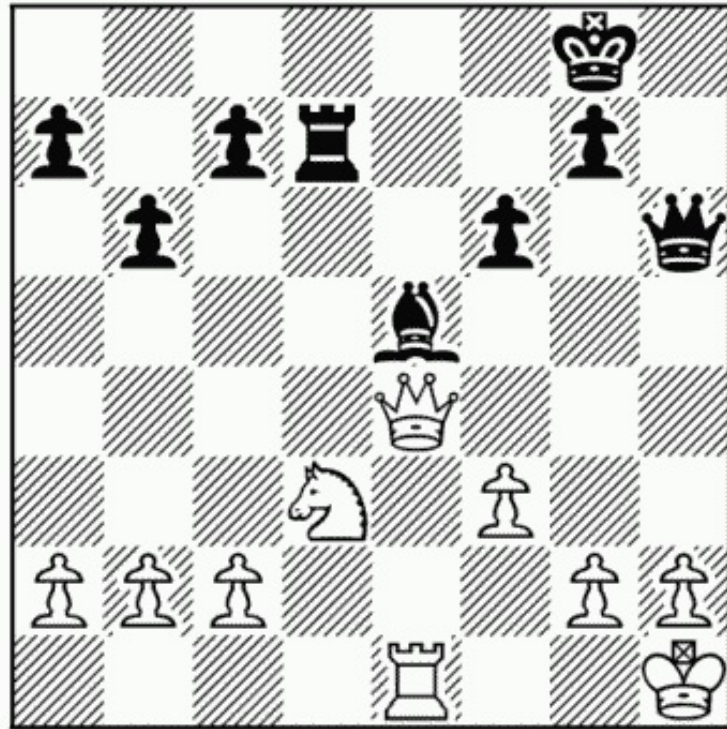


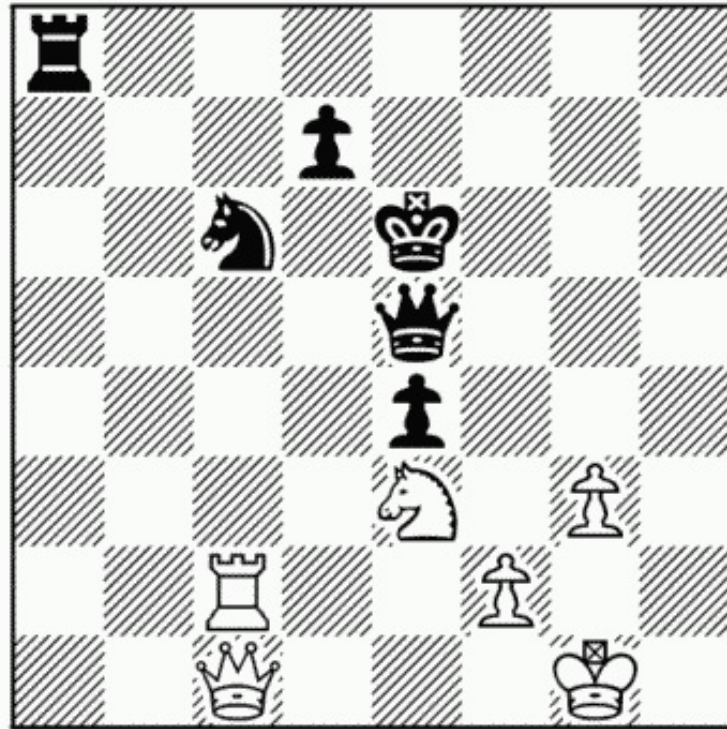


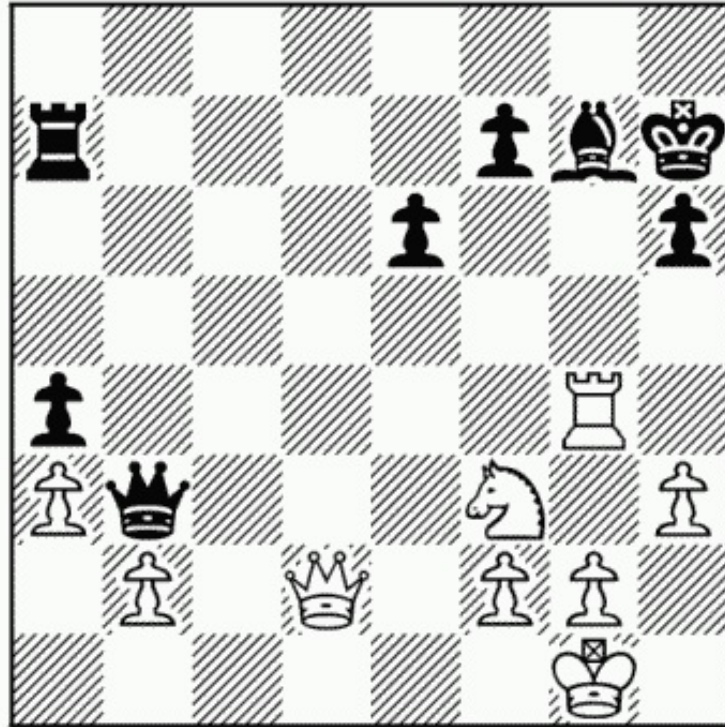


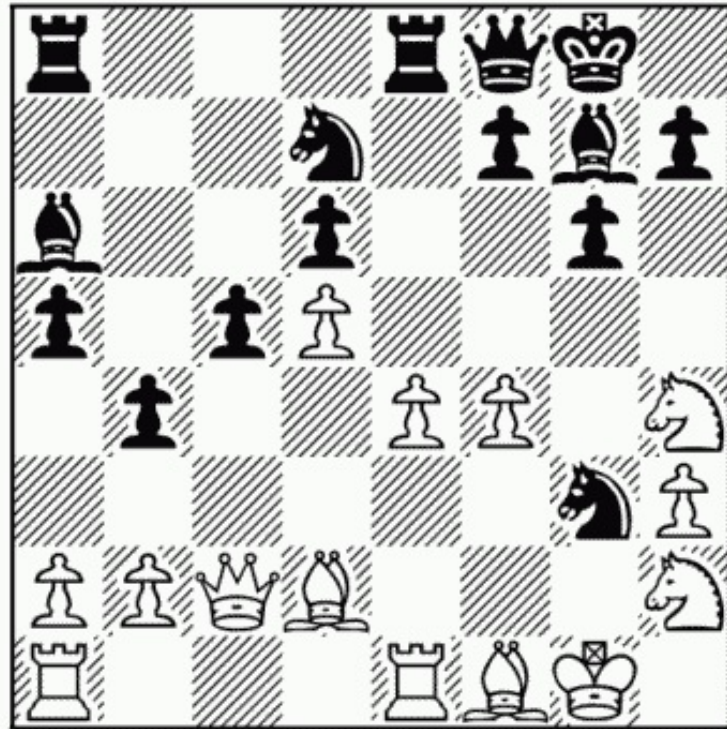


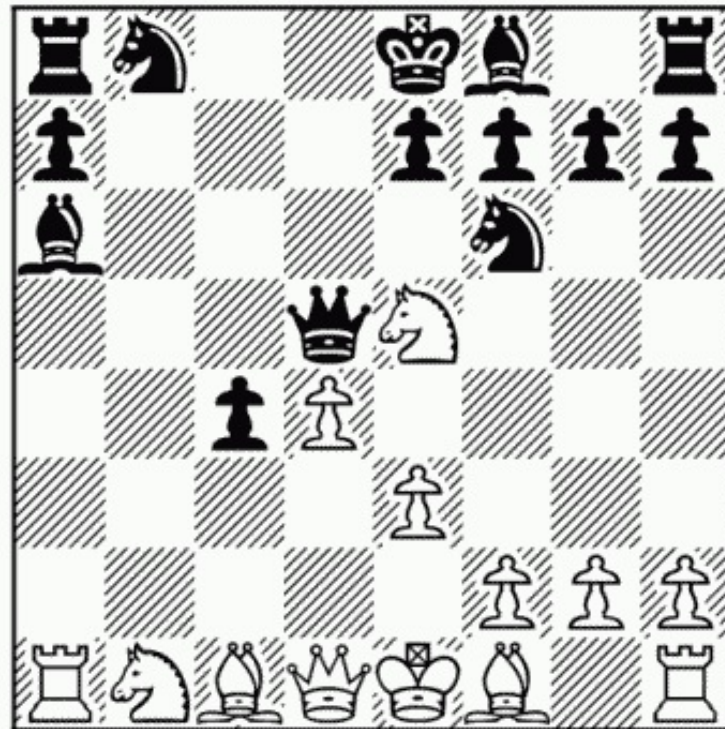


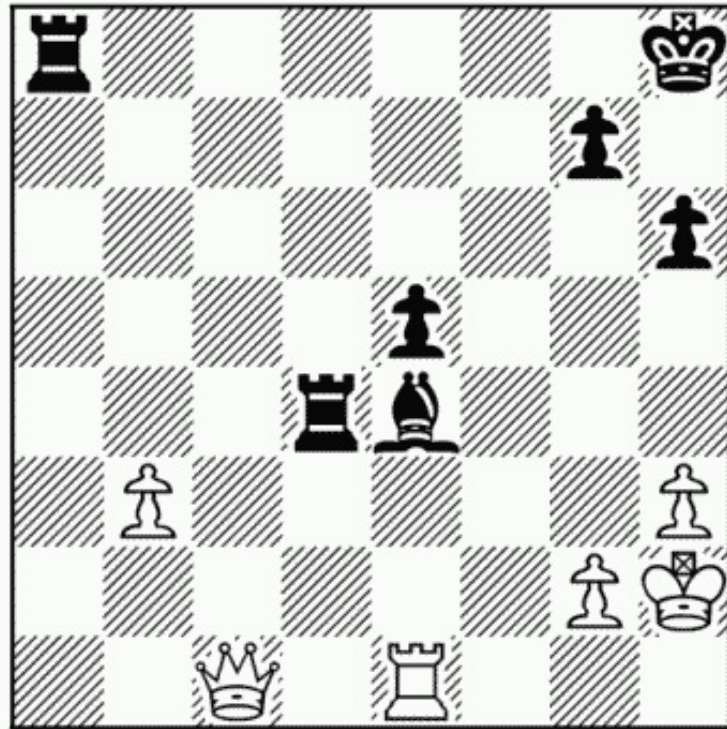




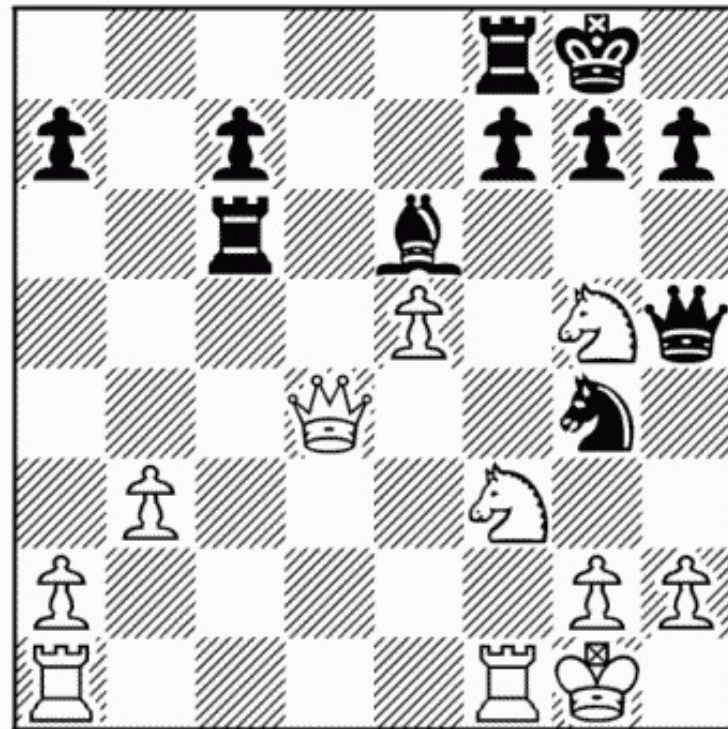


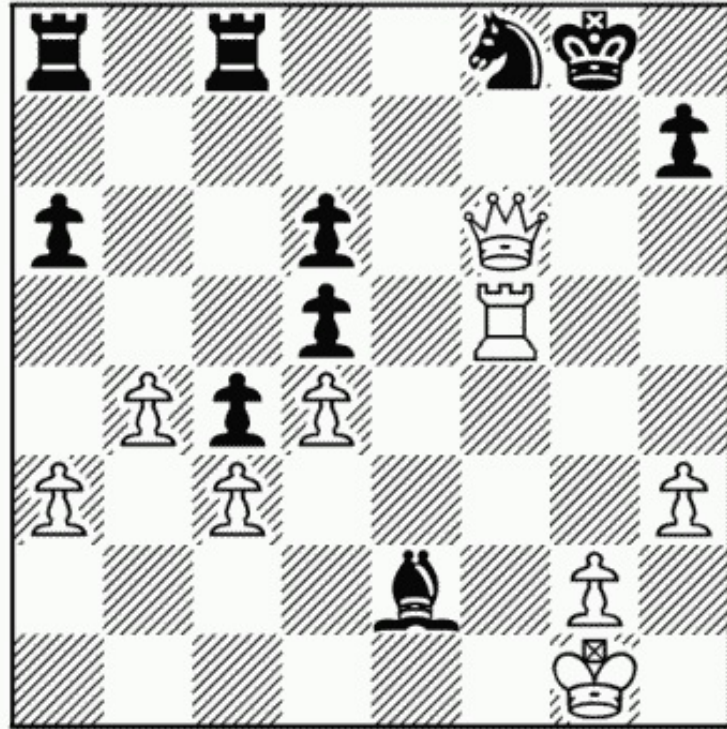


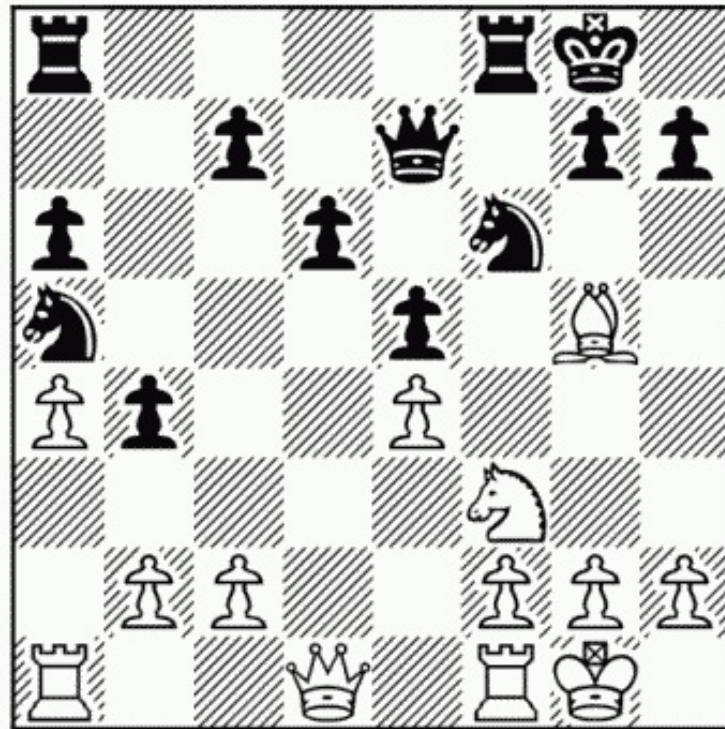


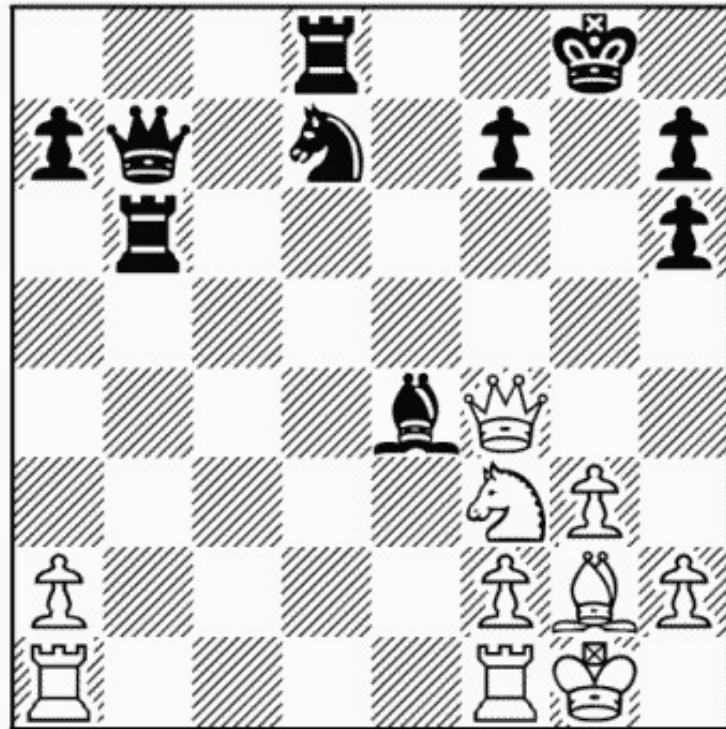


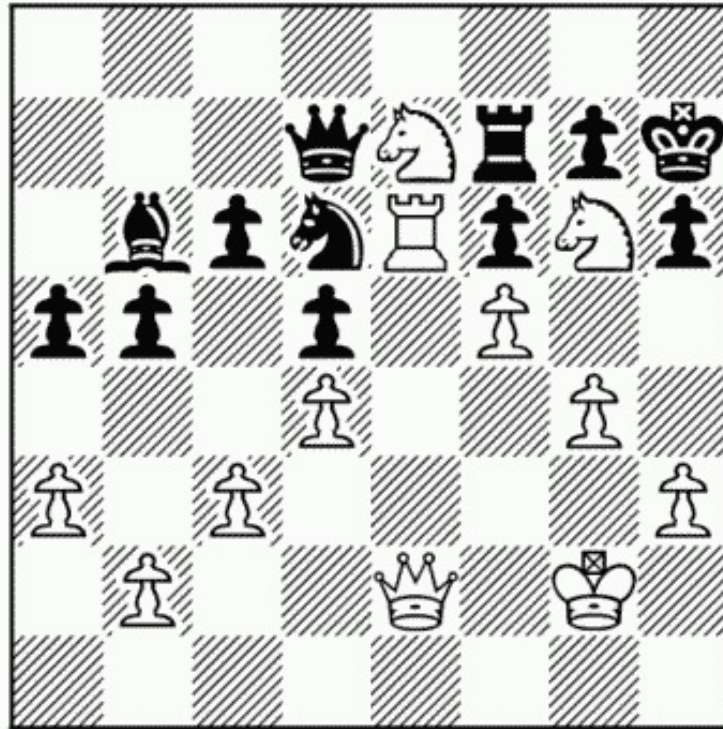




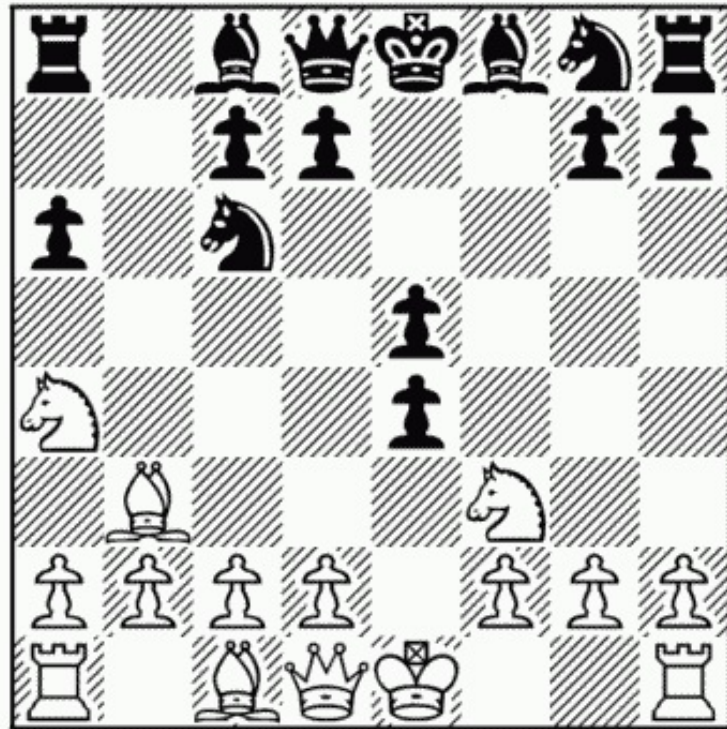




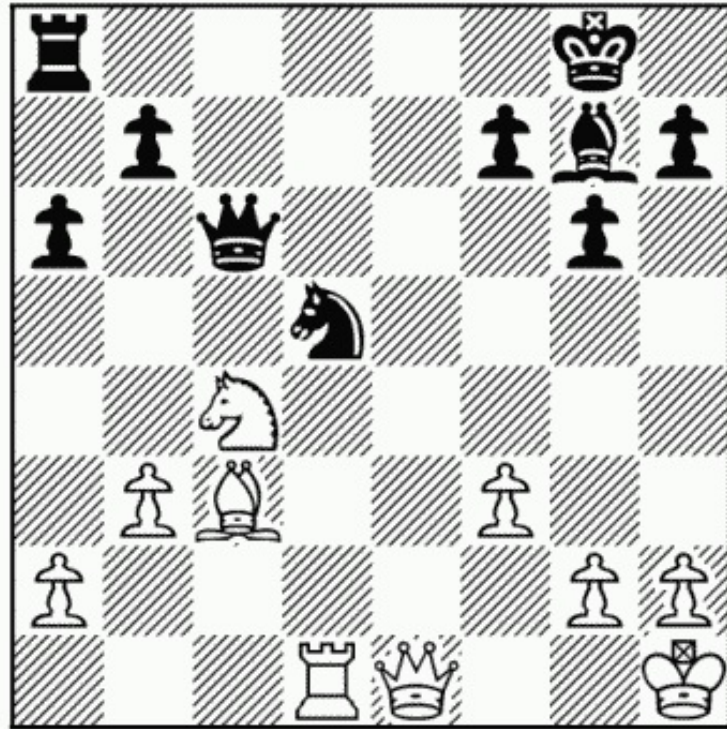


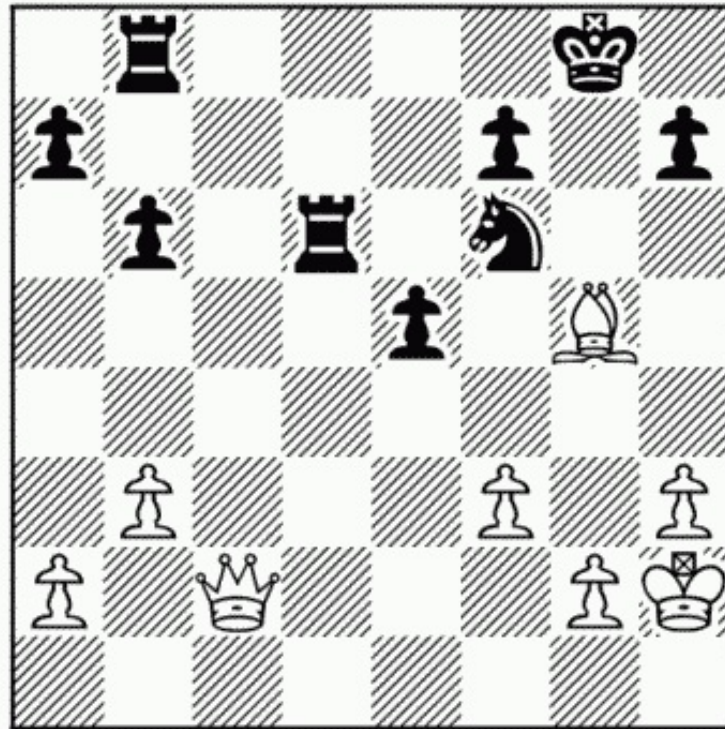


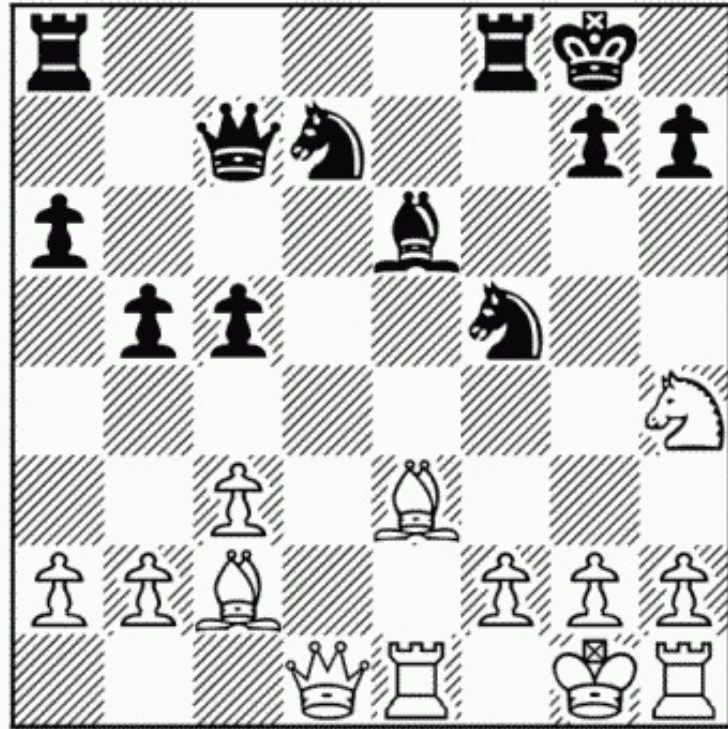


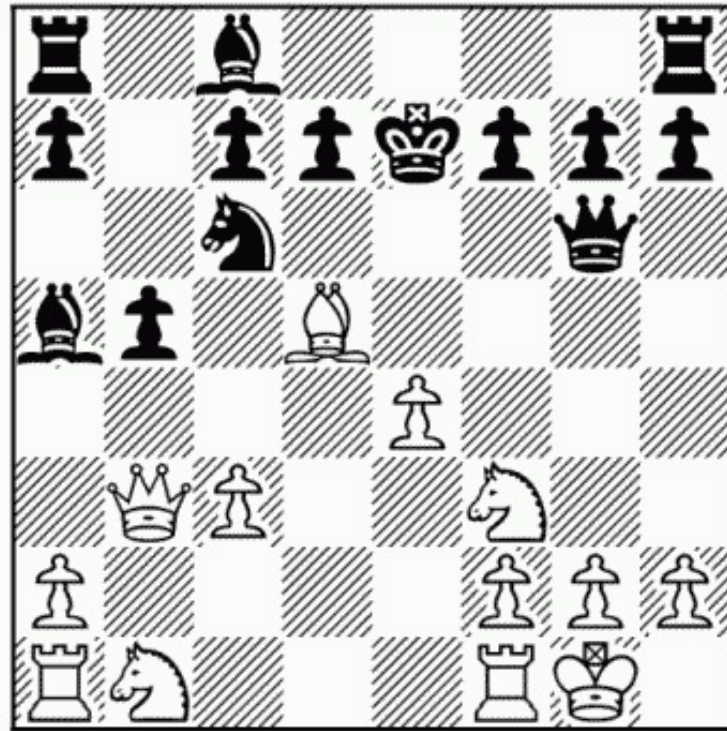


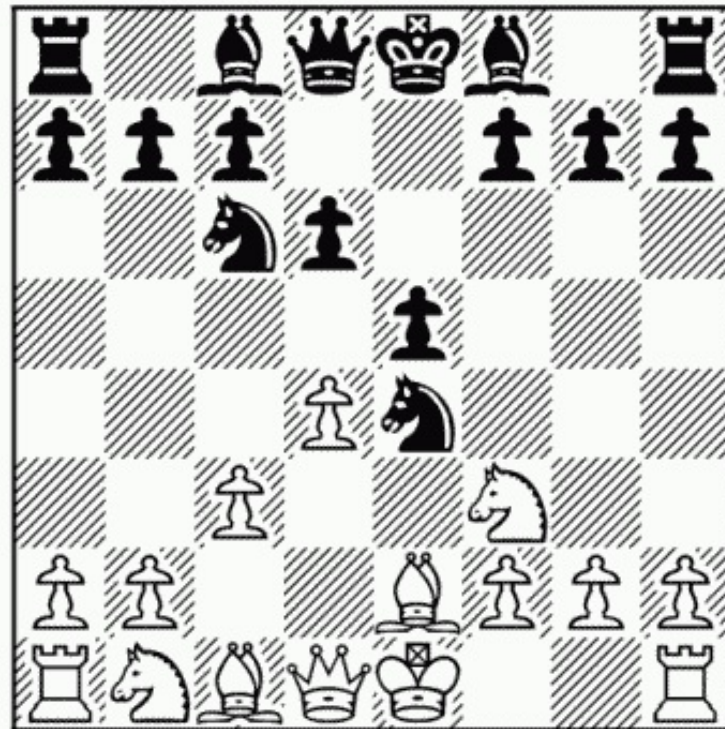




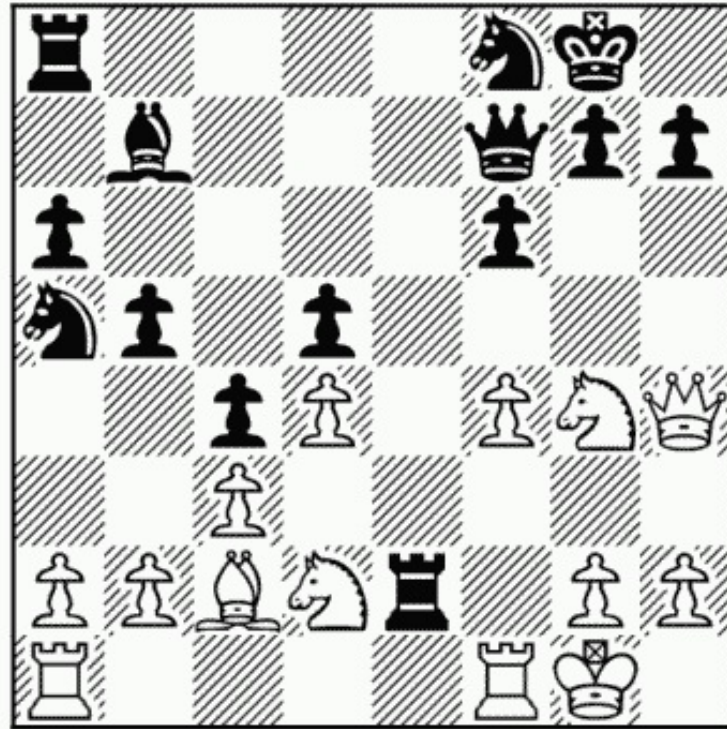




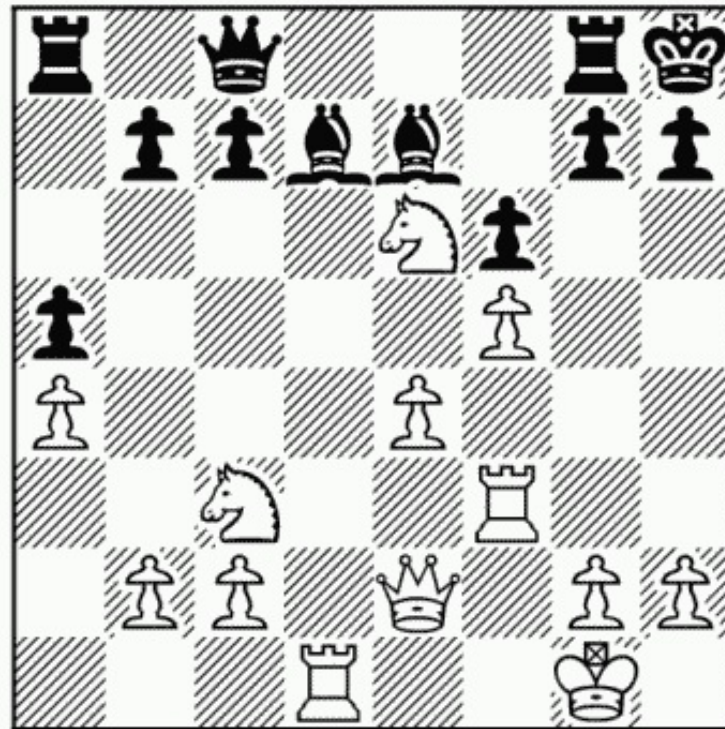


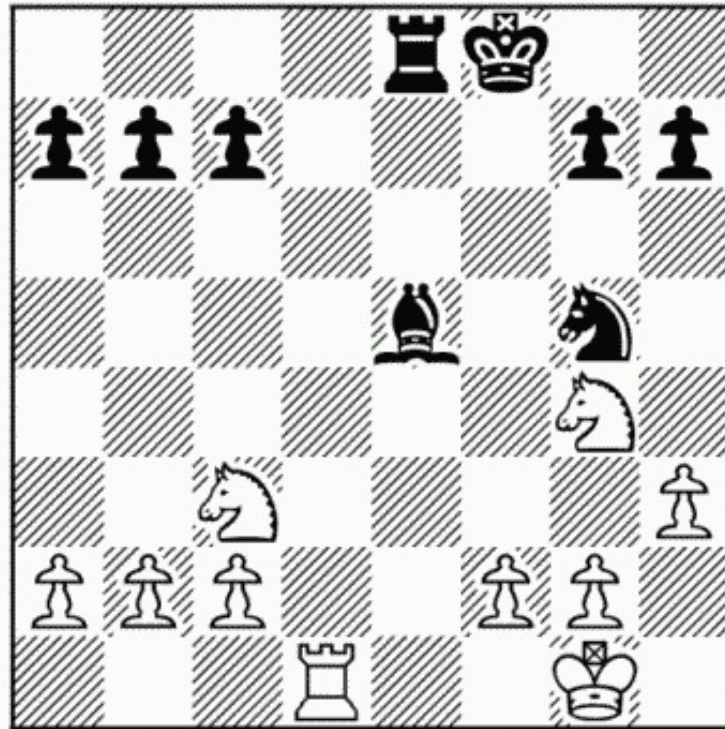


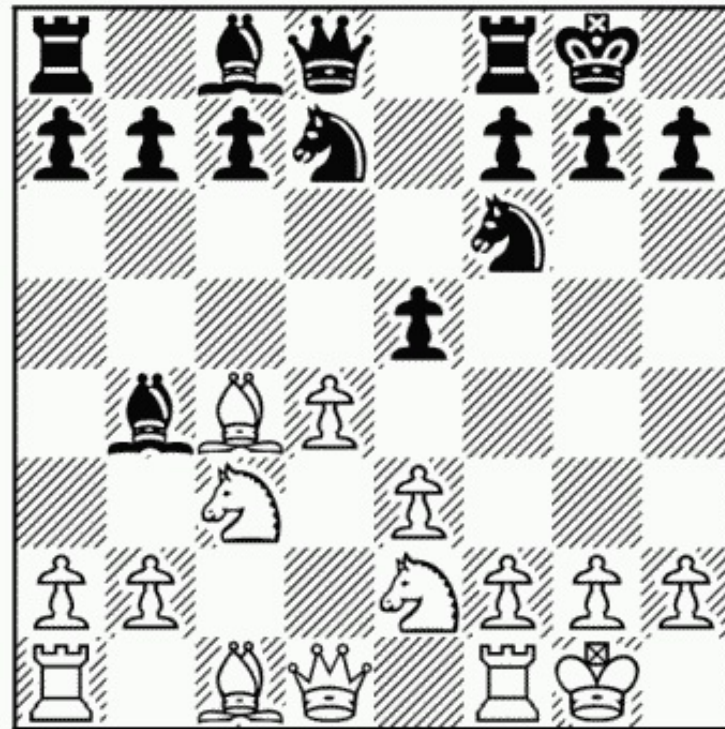


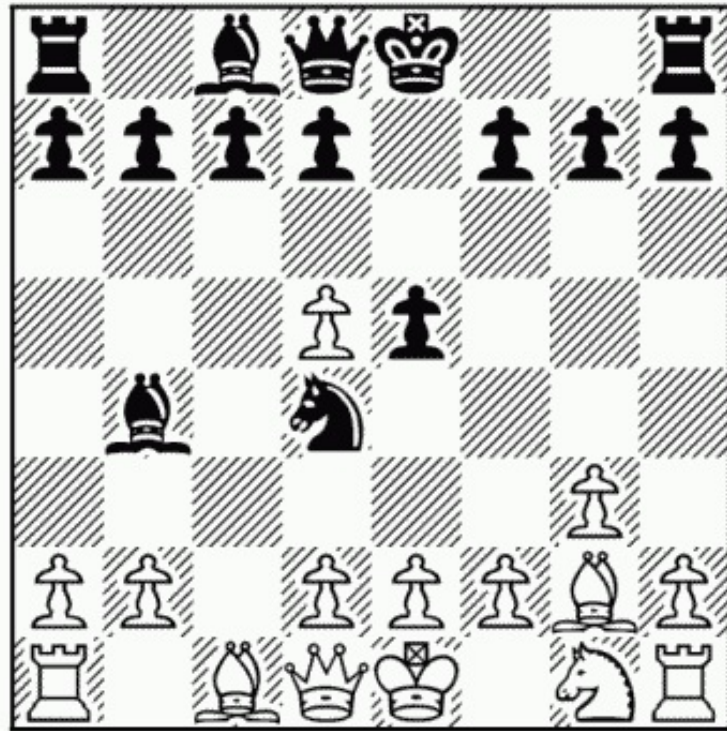


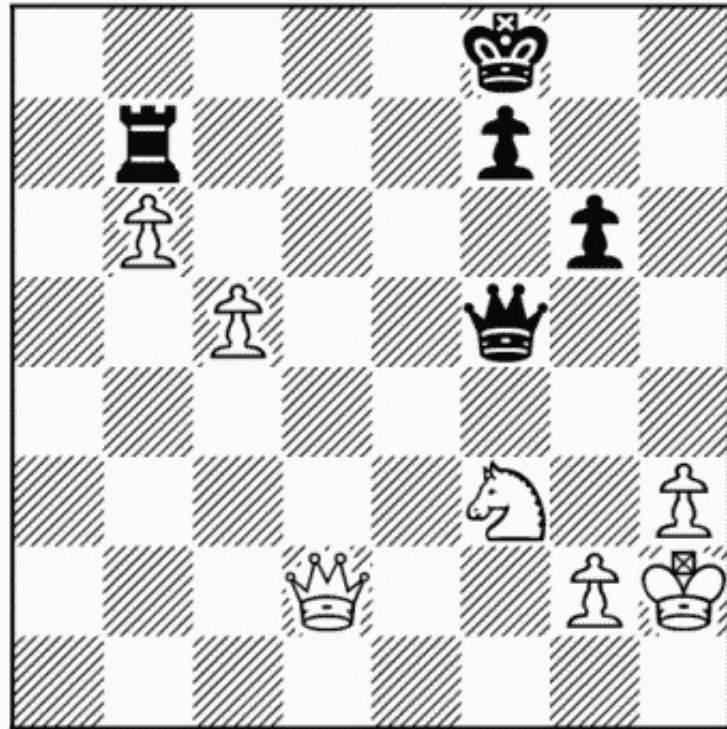




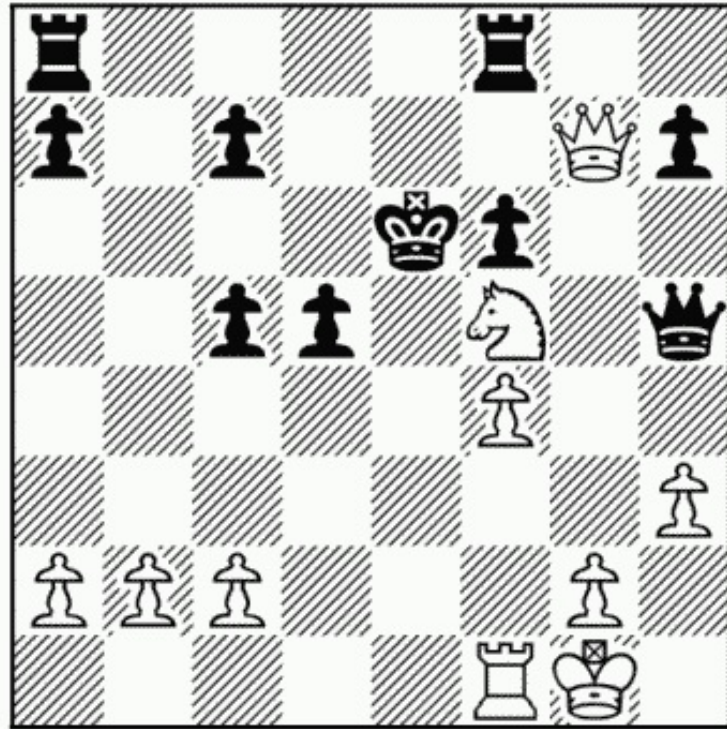




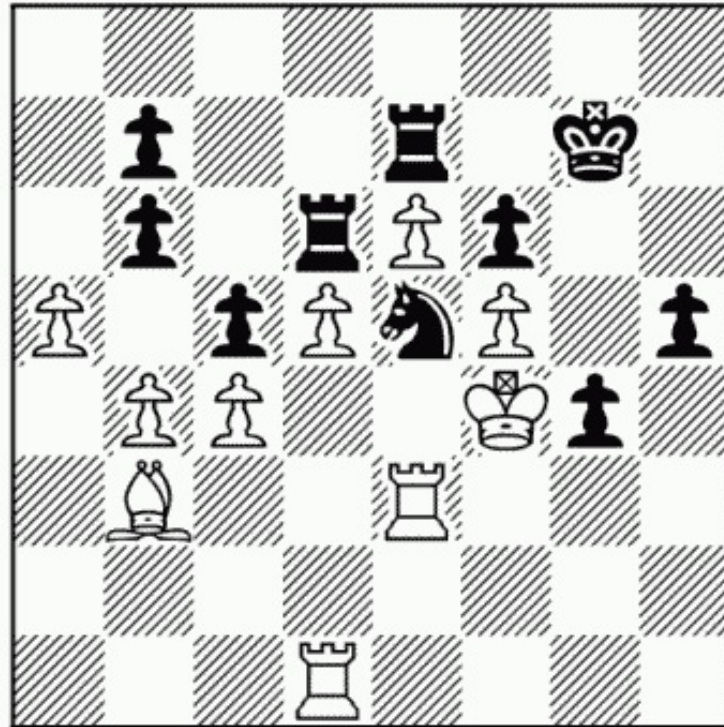


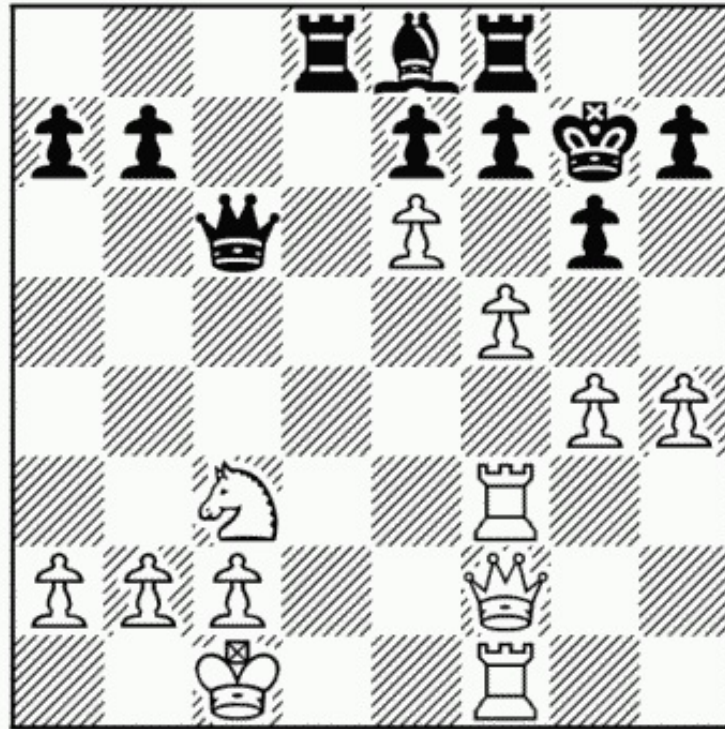


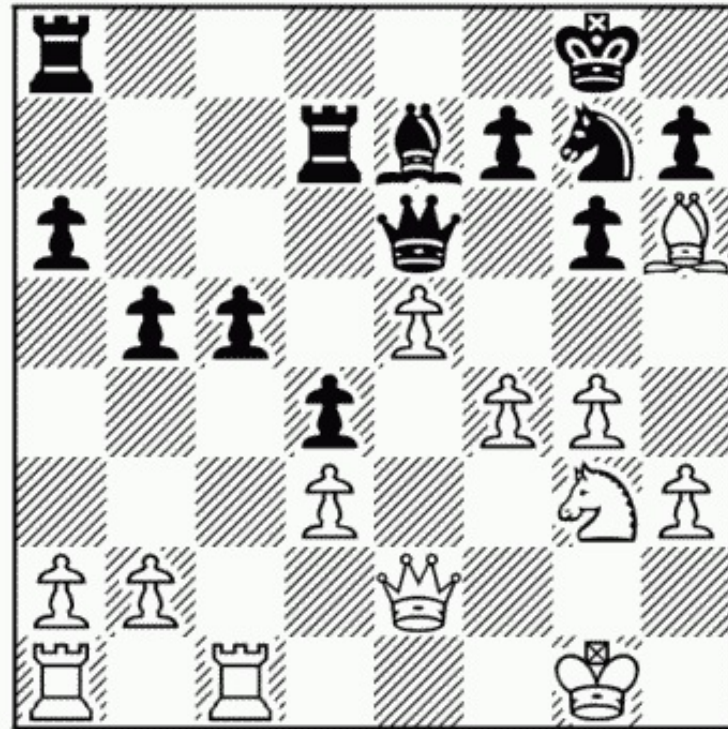


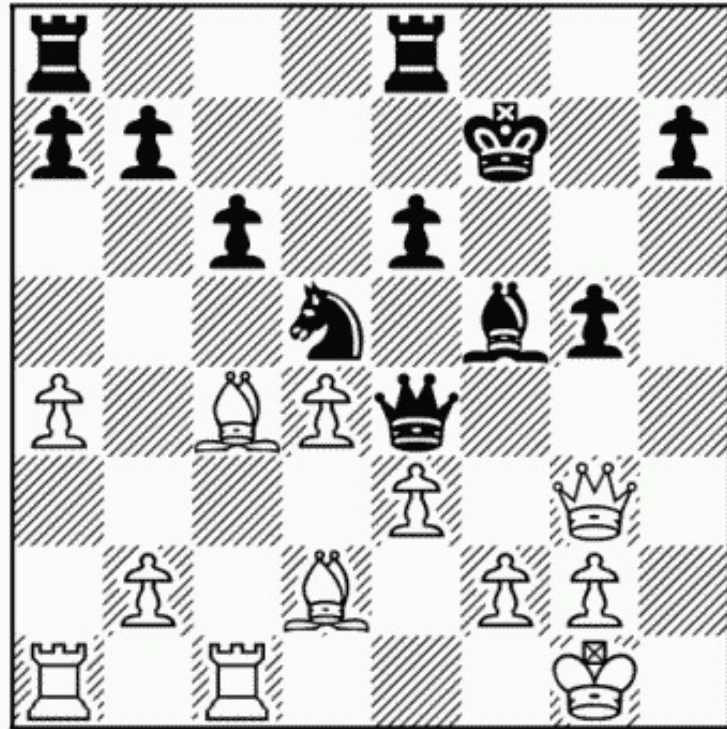


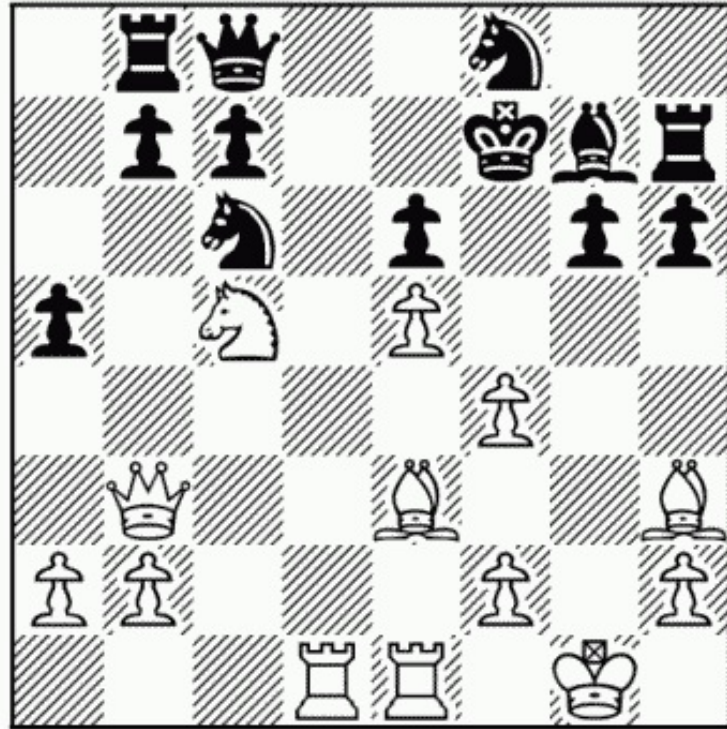




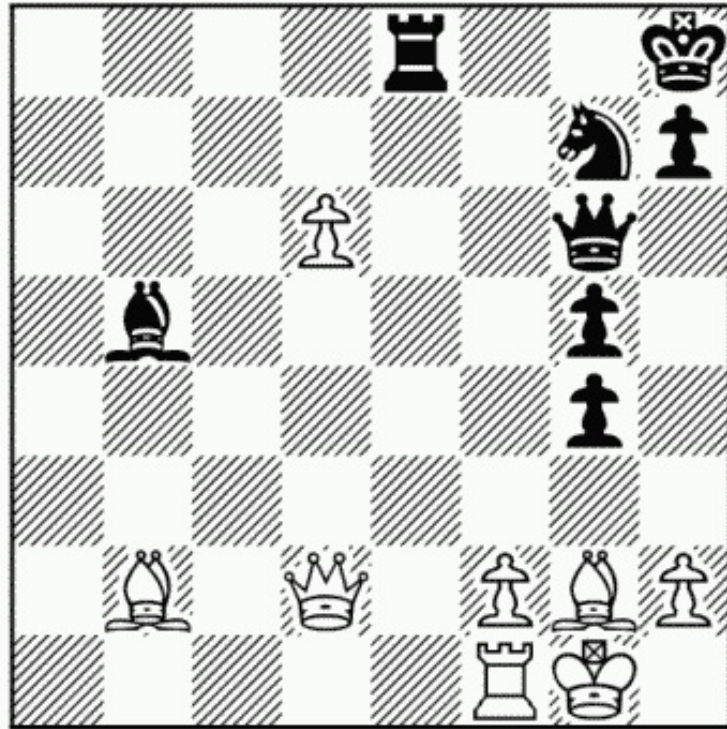




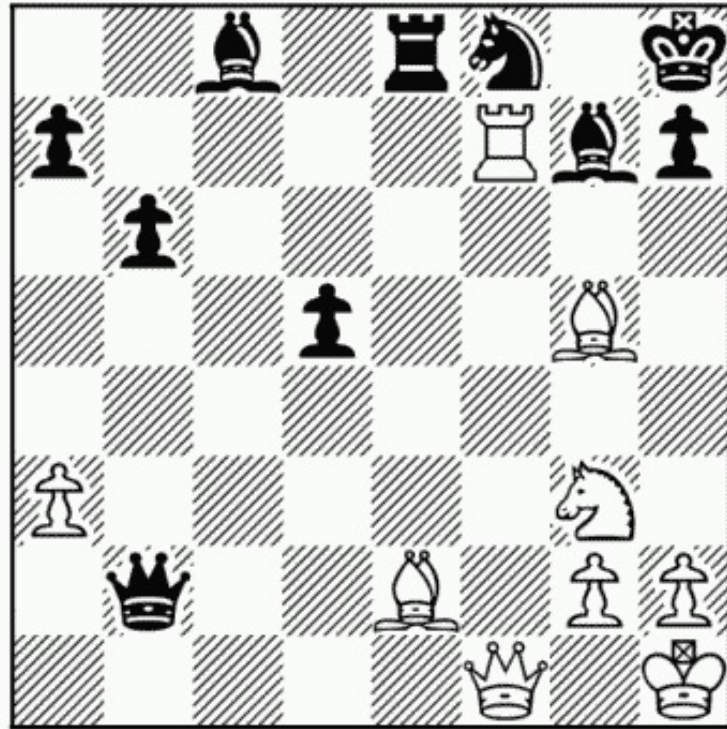




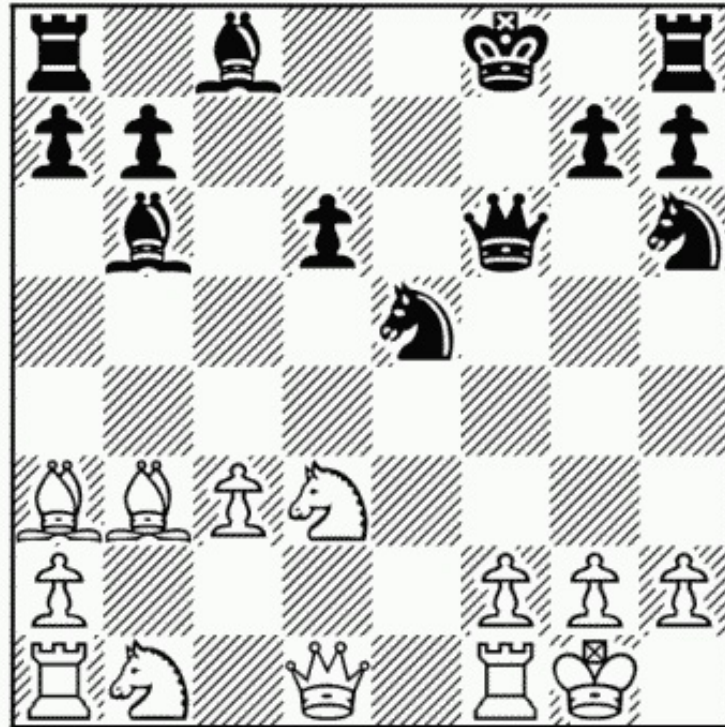


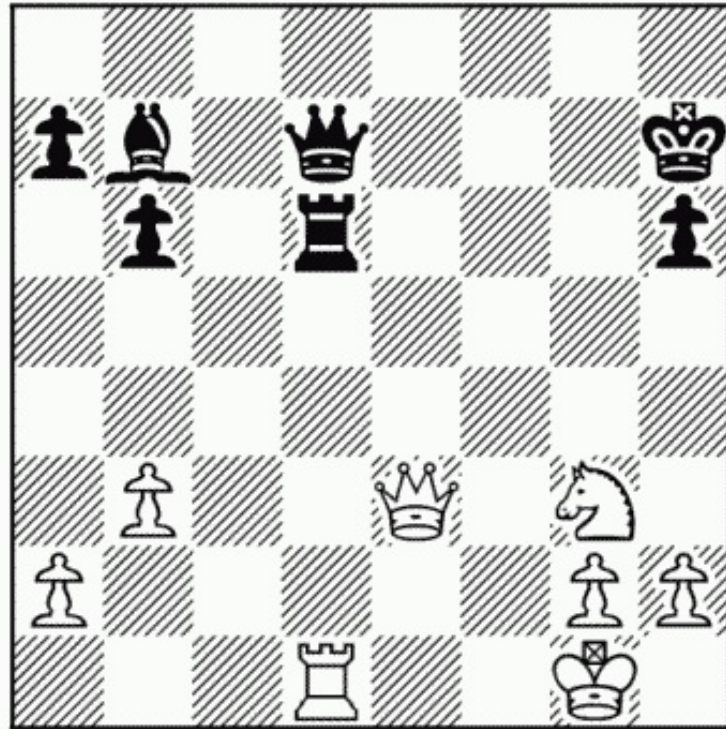


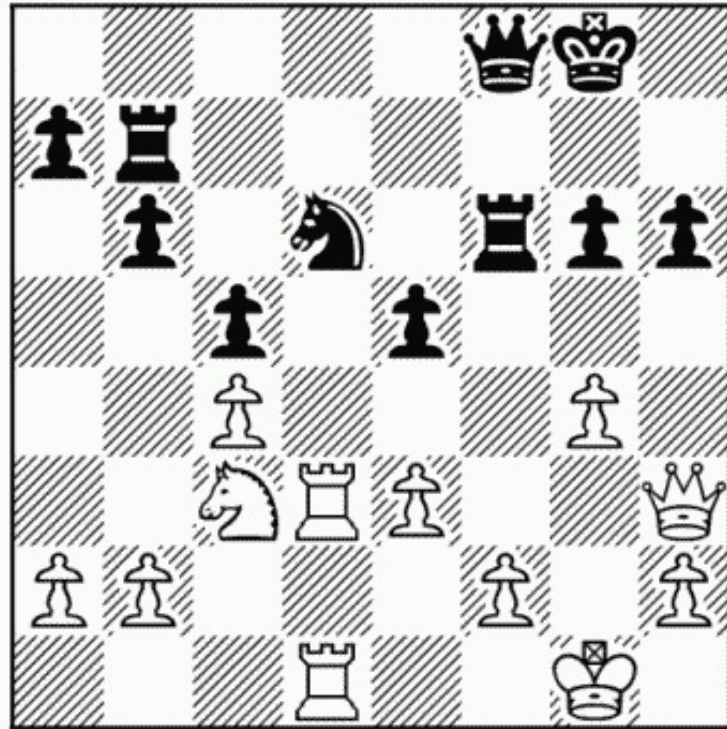




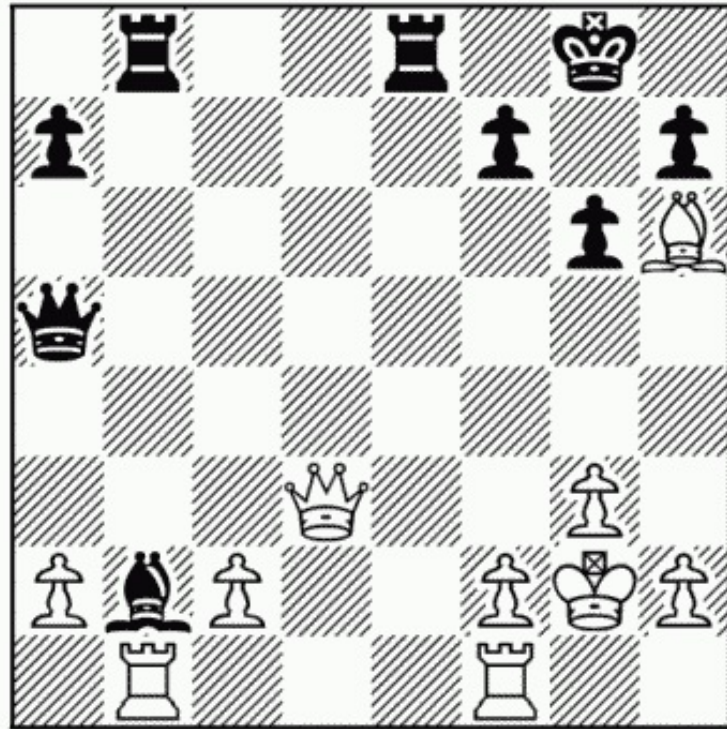




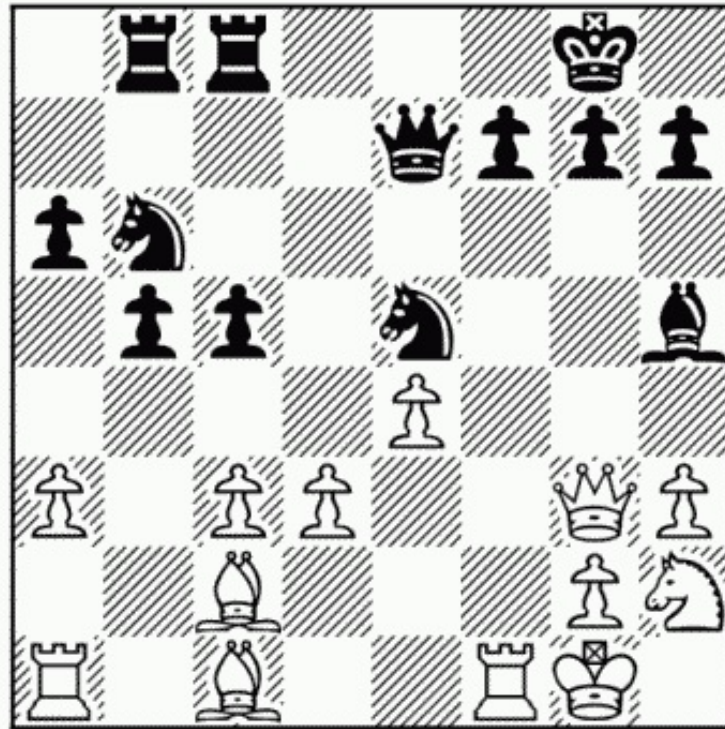


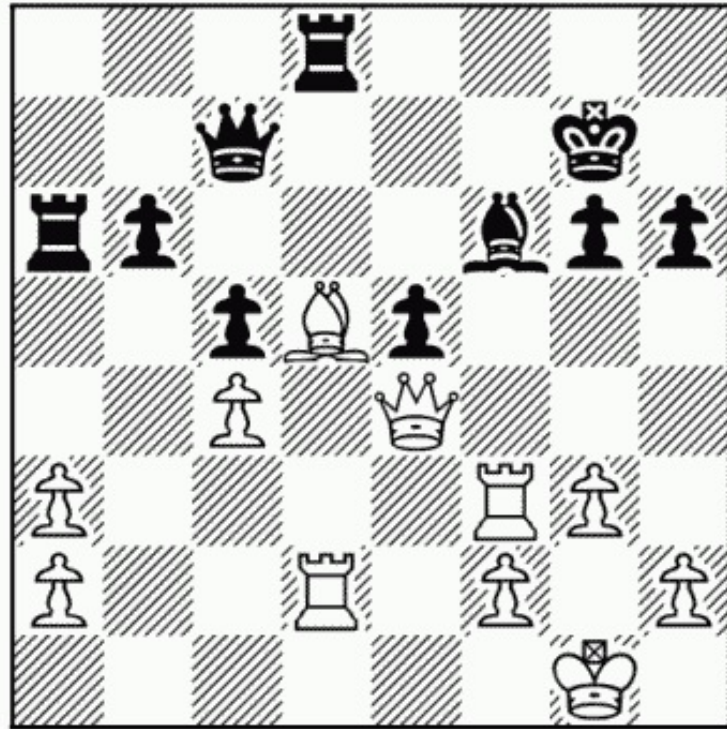


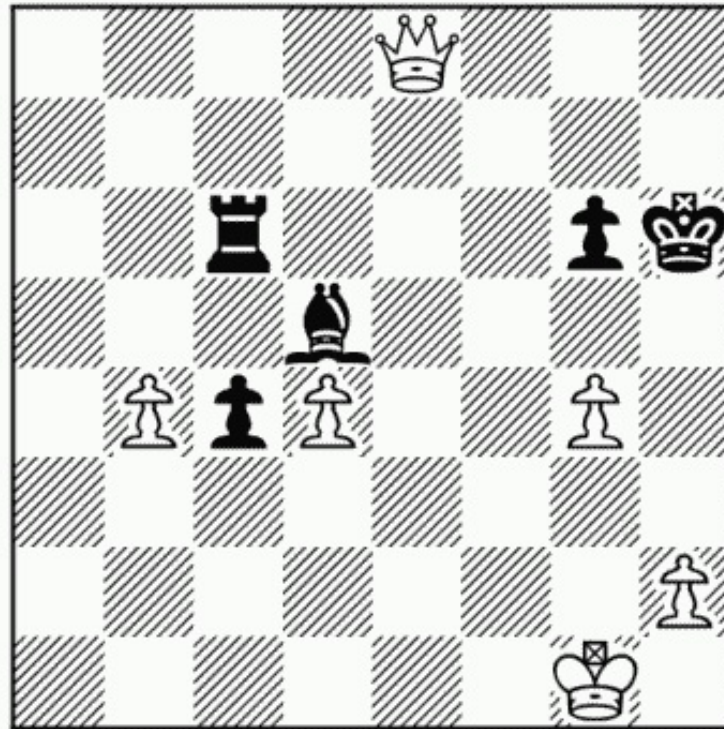


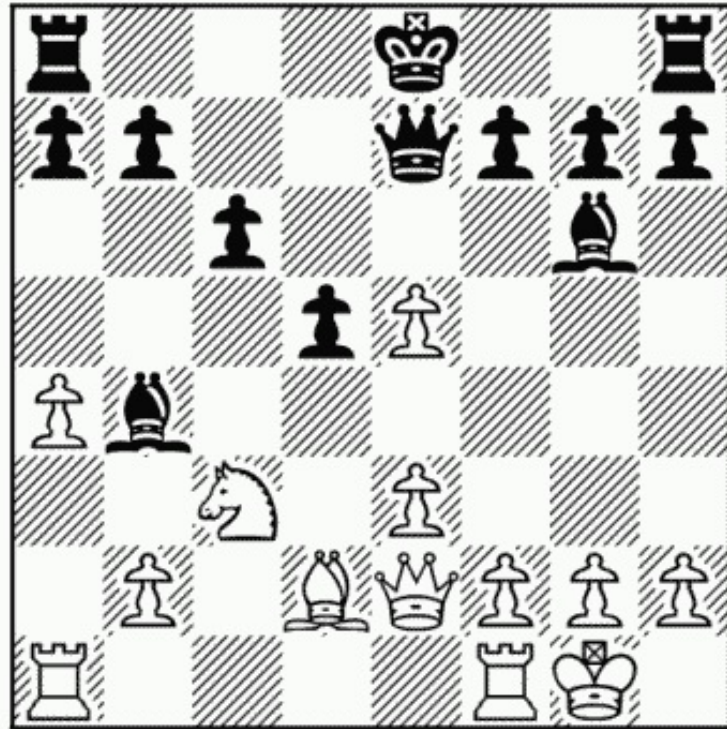


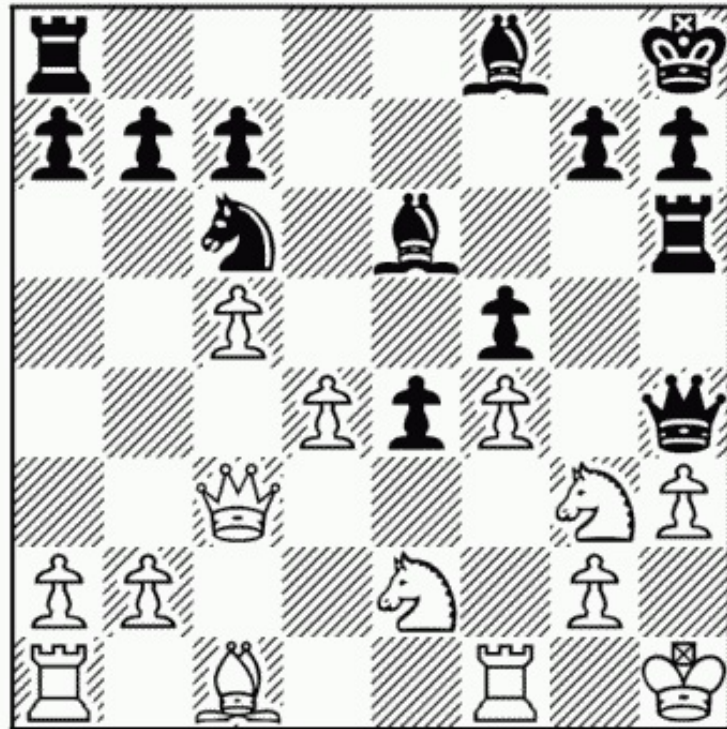




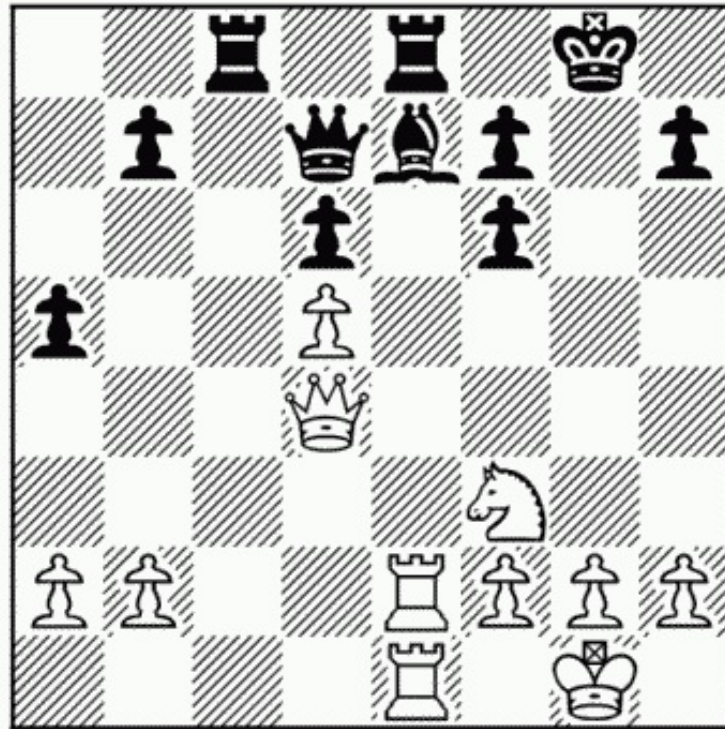




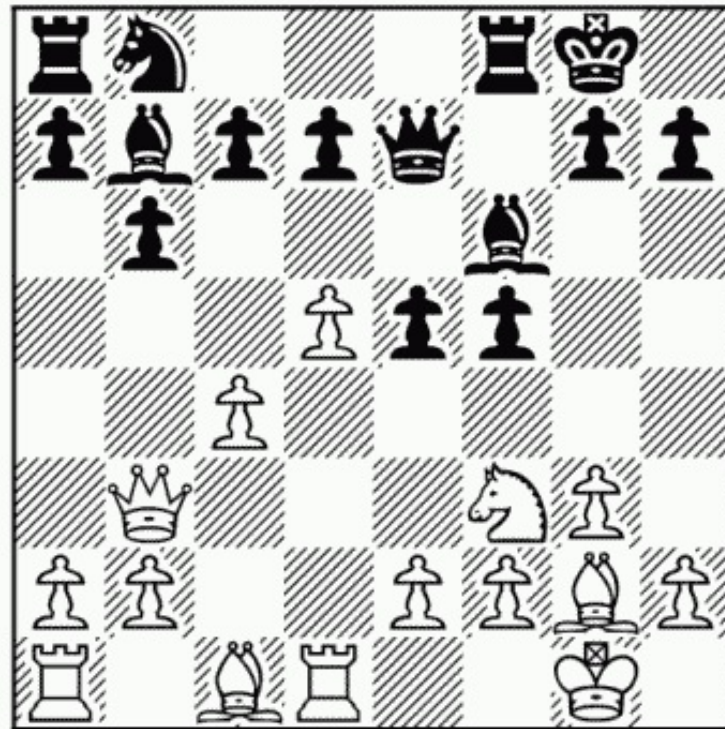


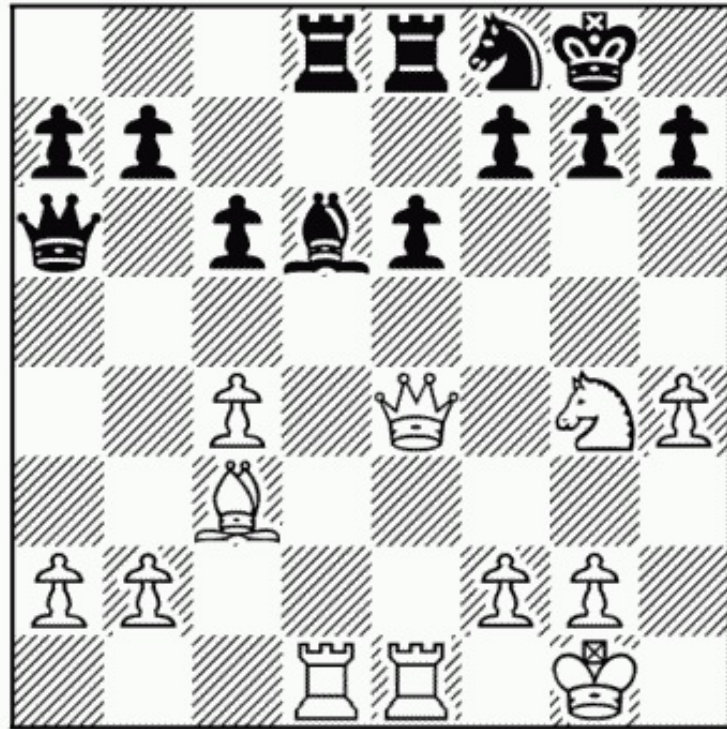


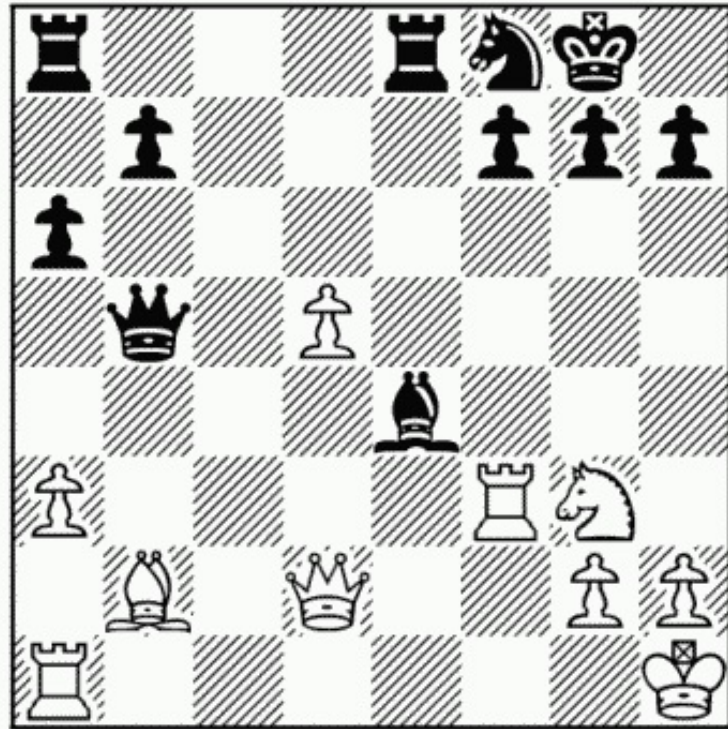


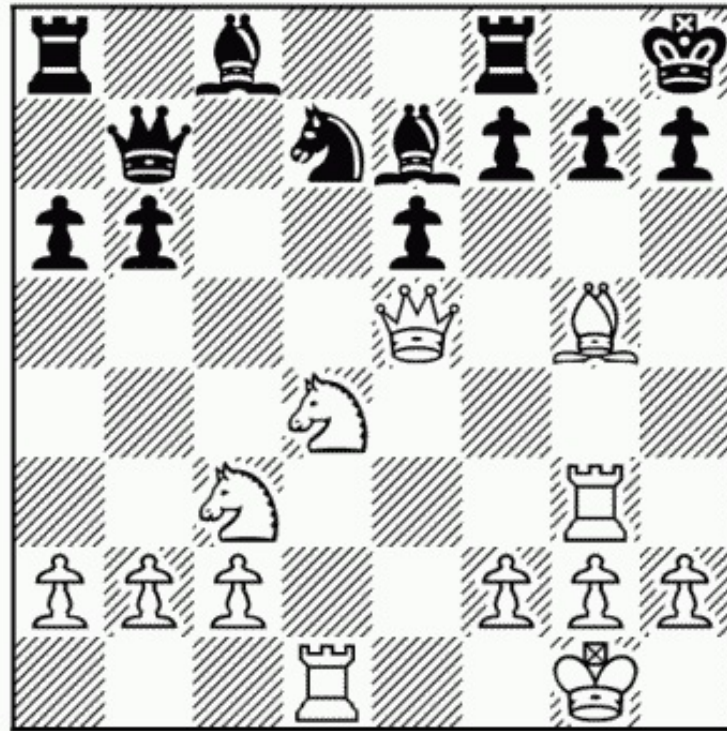


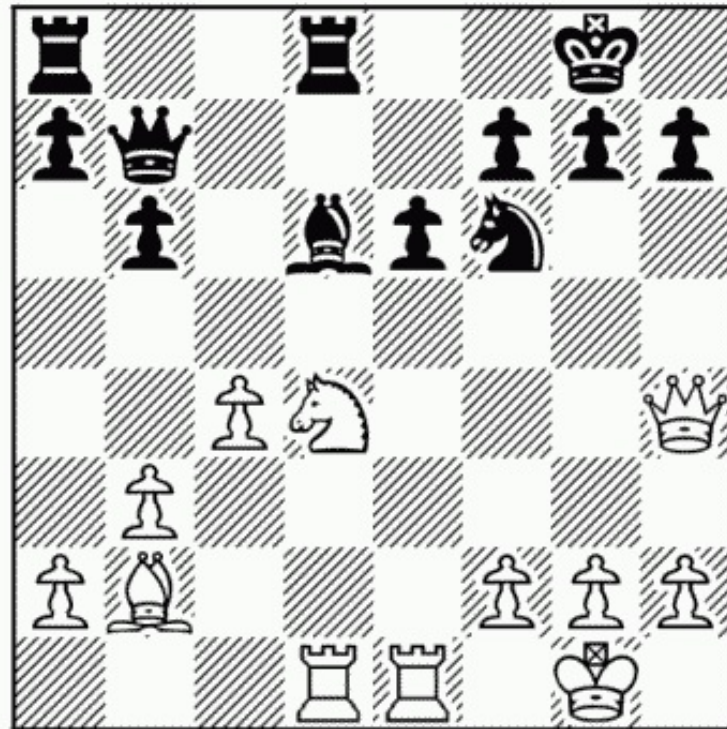








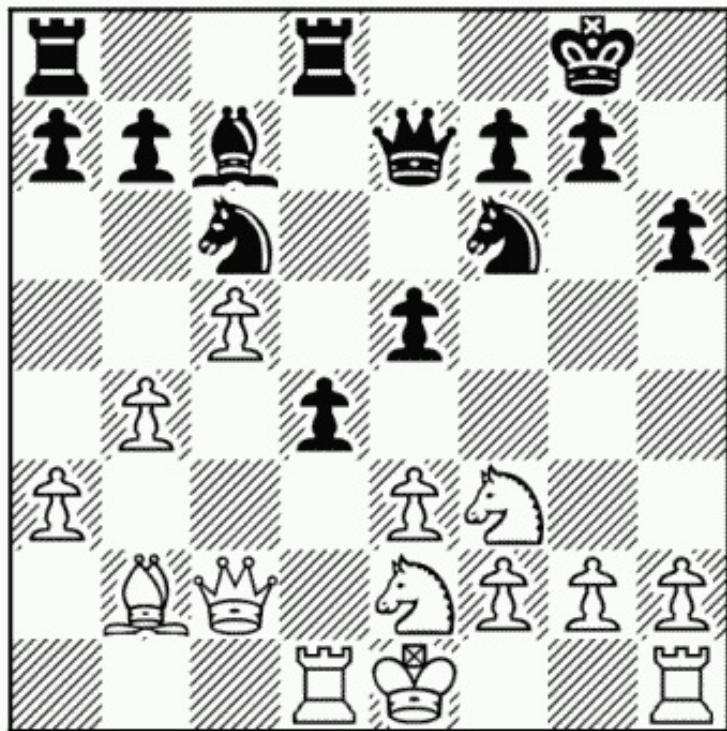




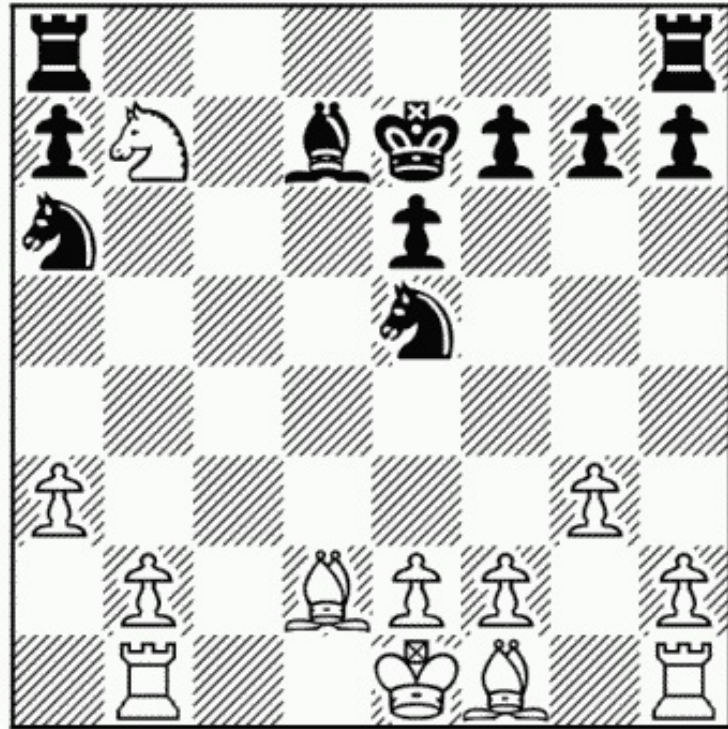


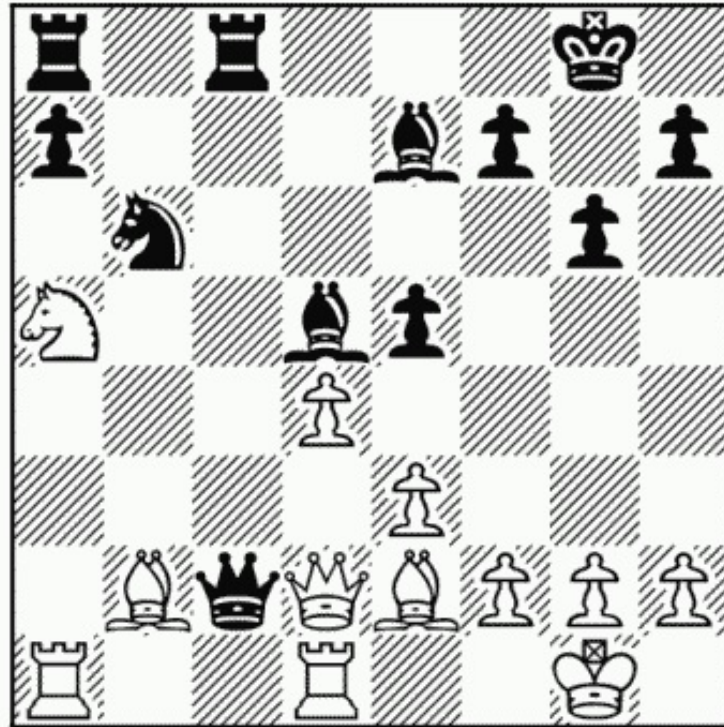
*Black Moves First*

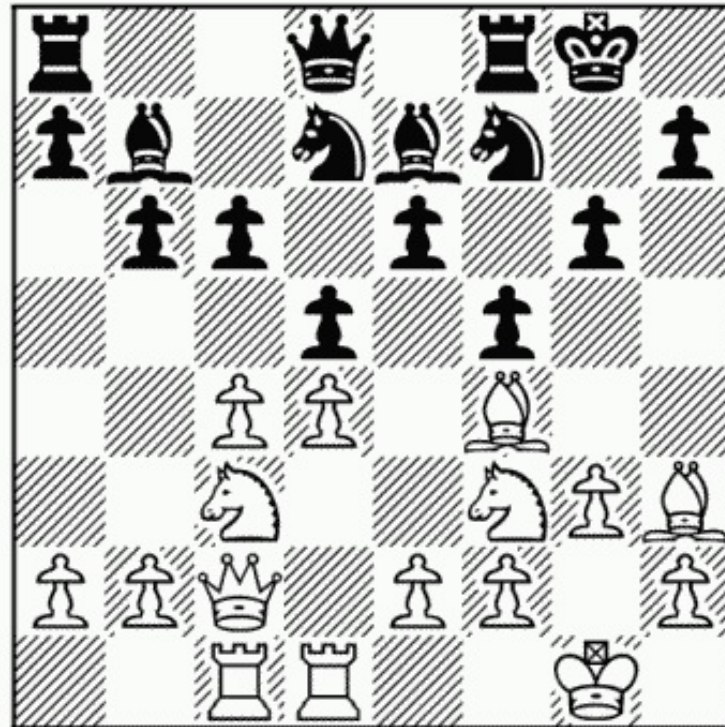
[253](#)

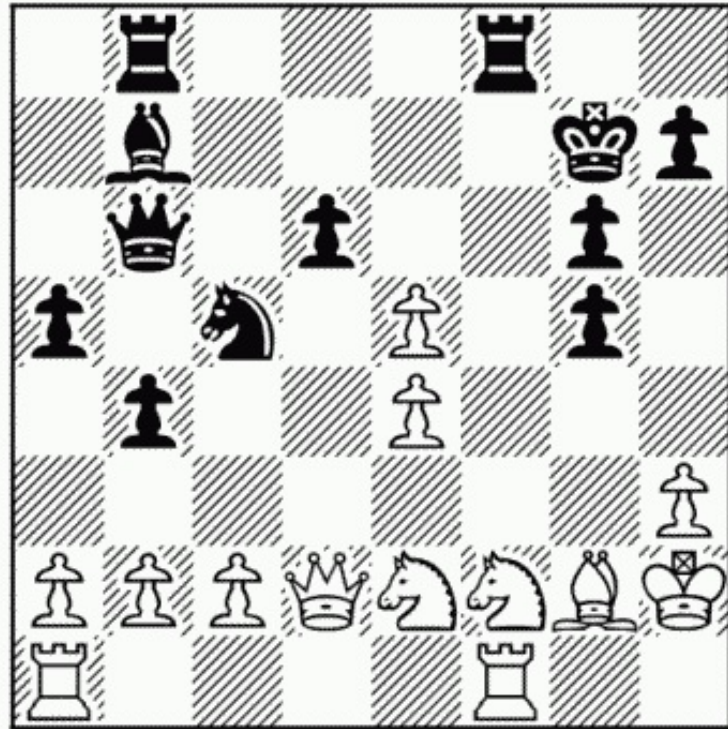


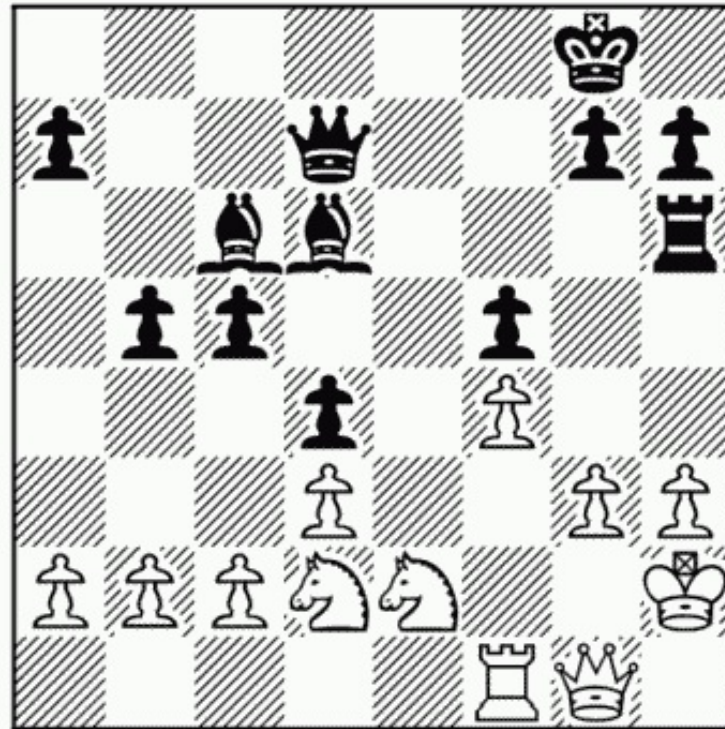




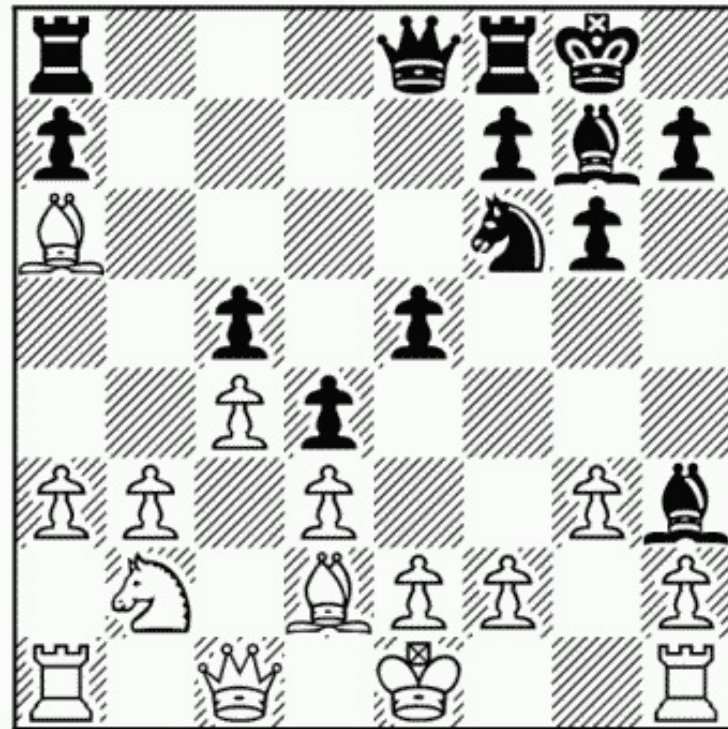




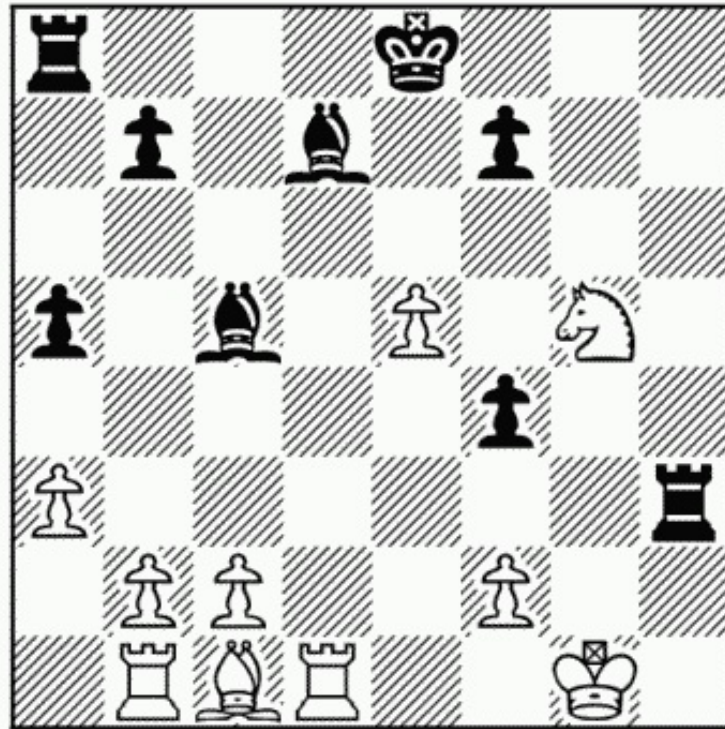


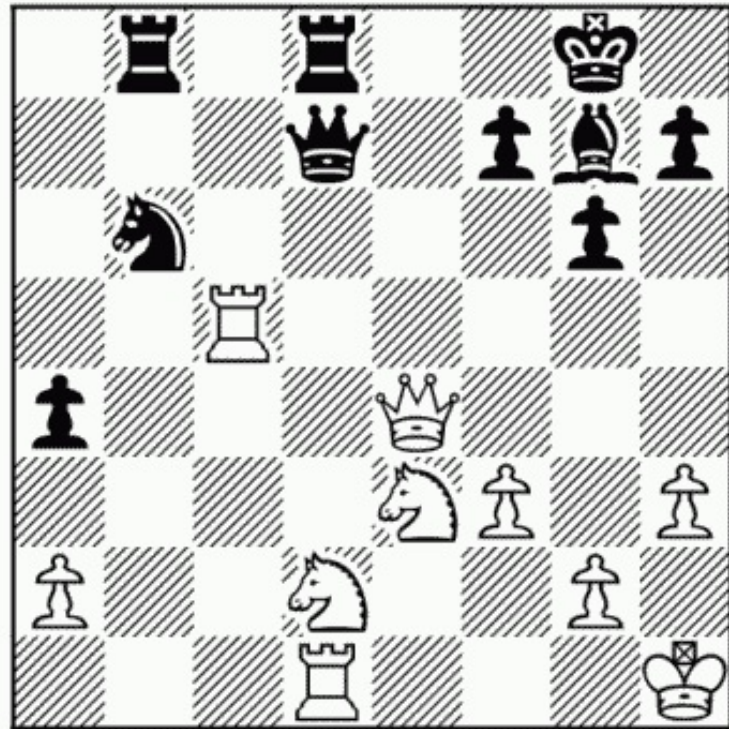


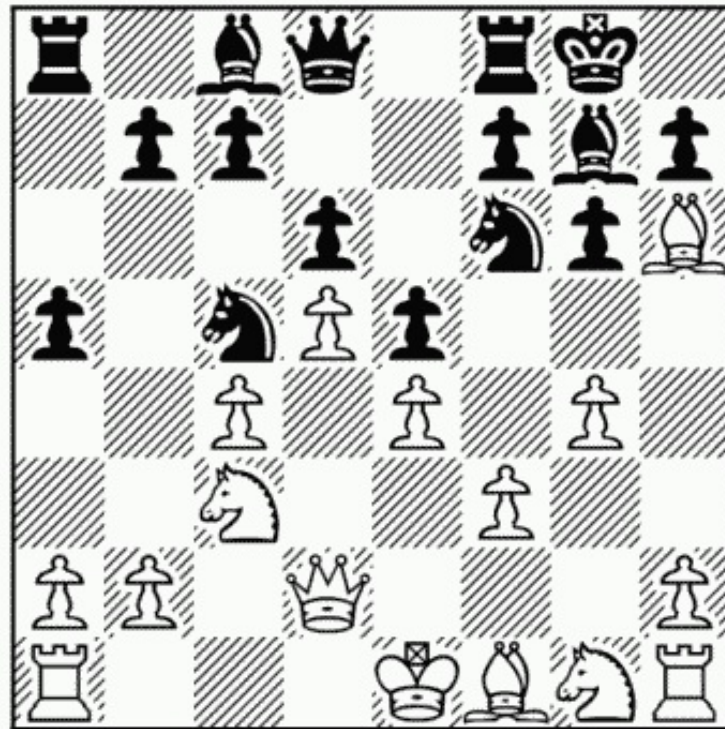


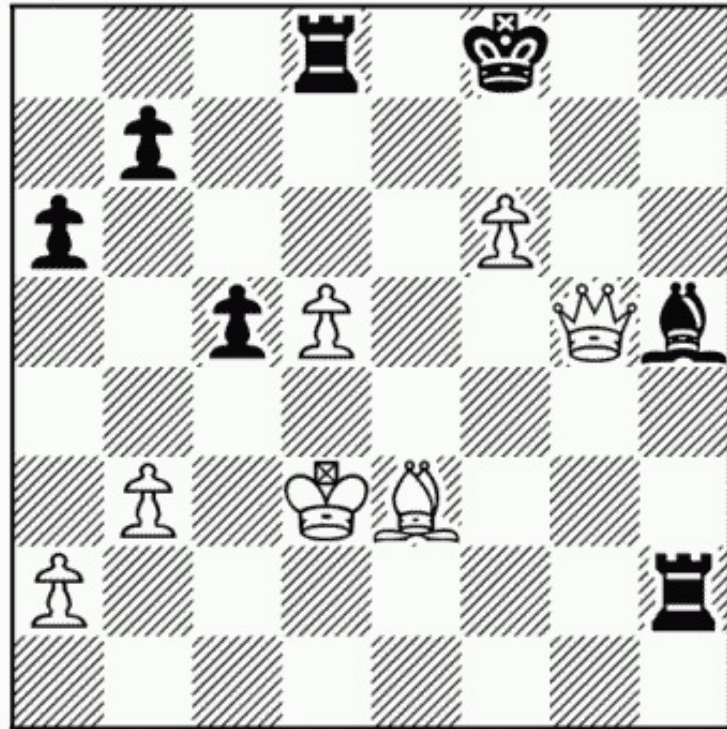


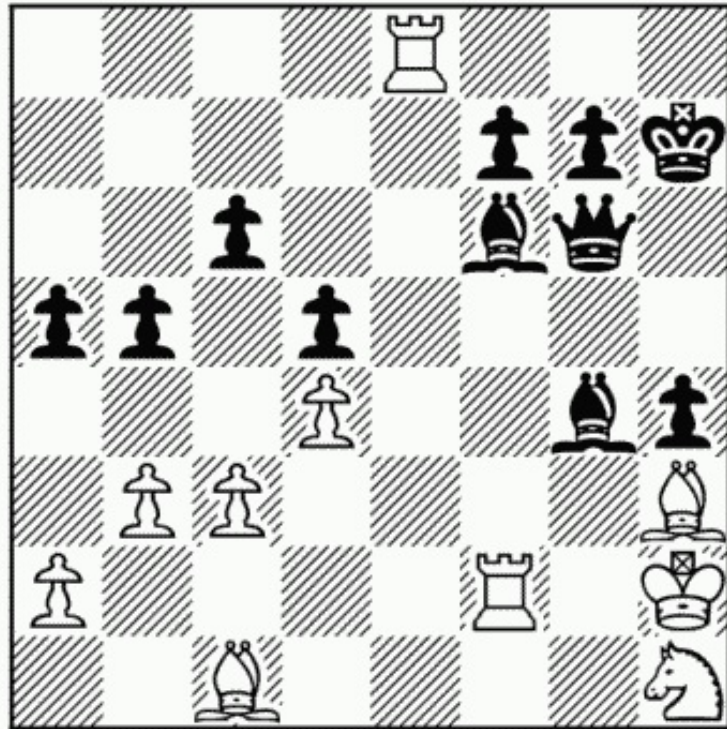




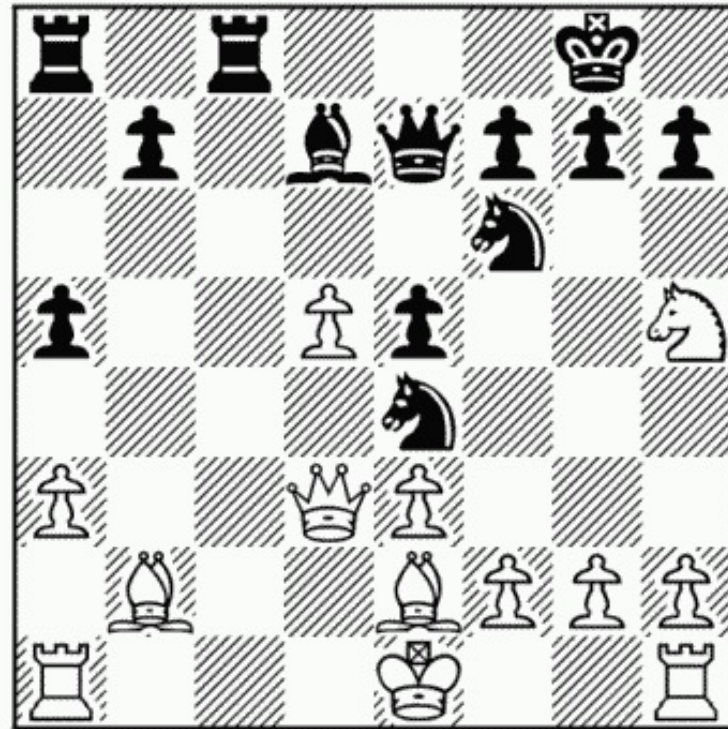




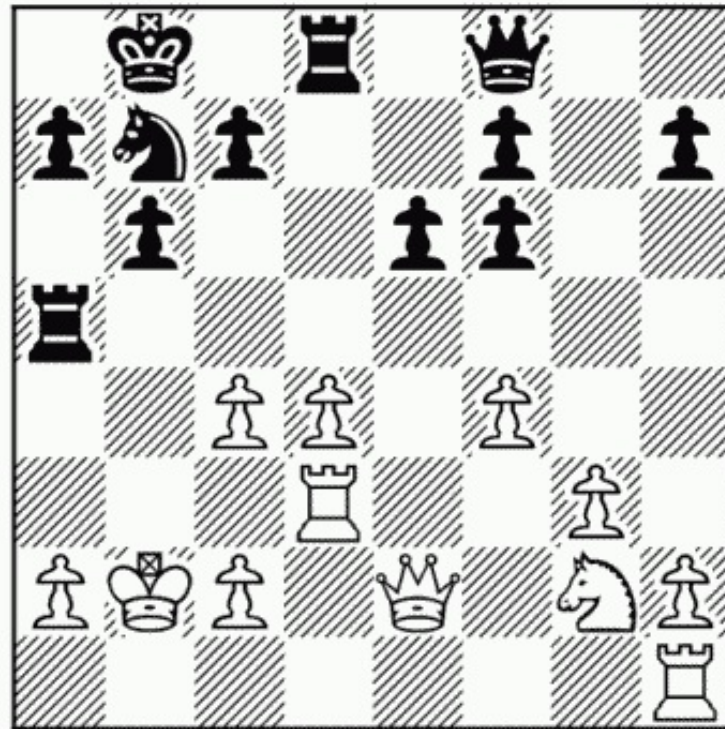


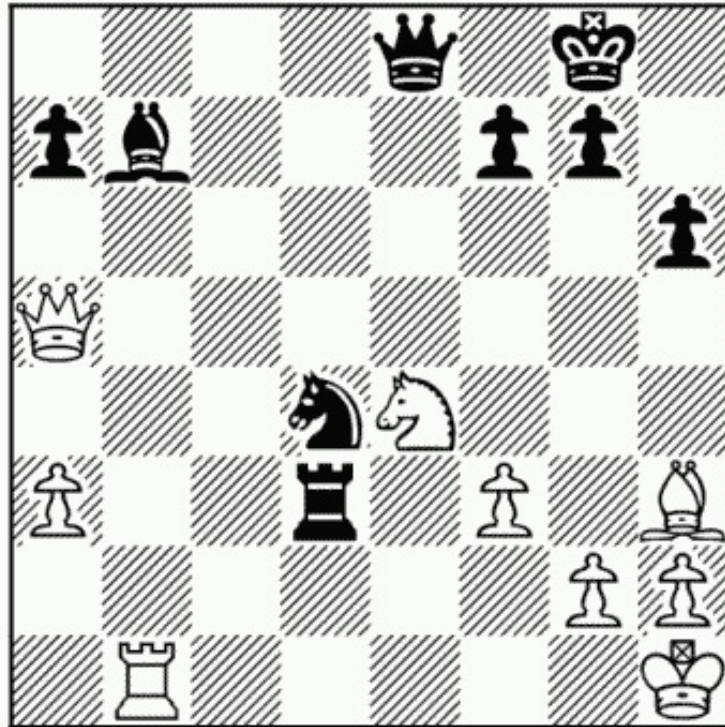


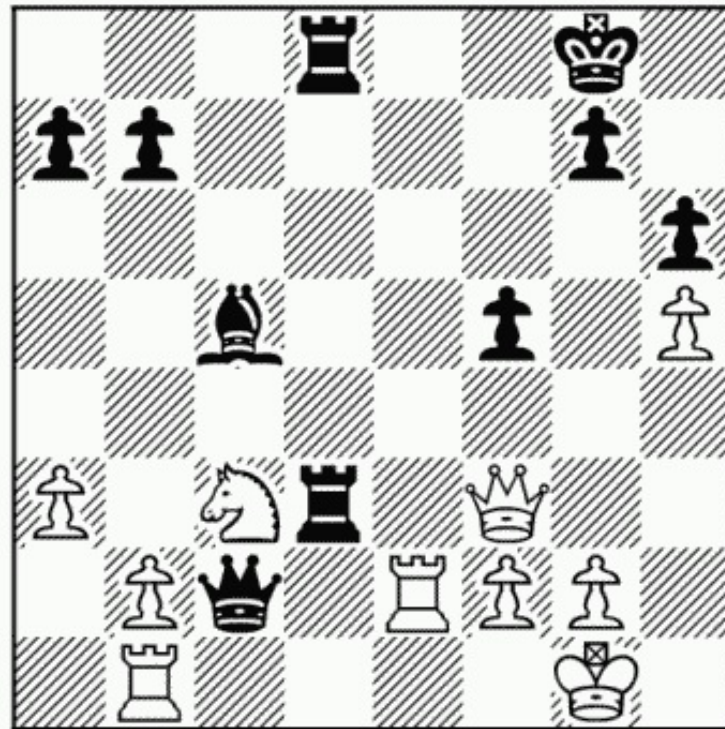


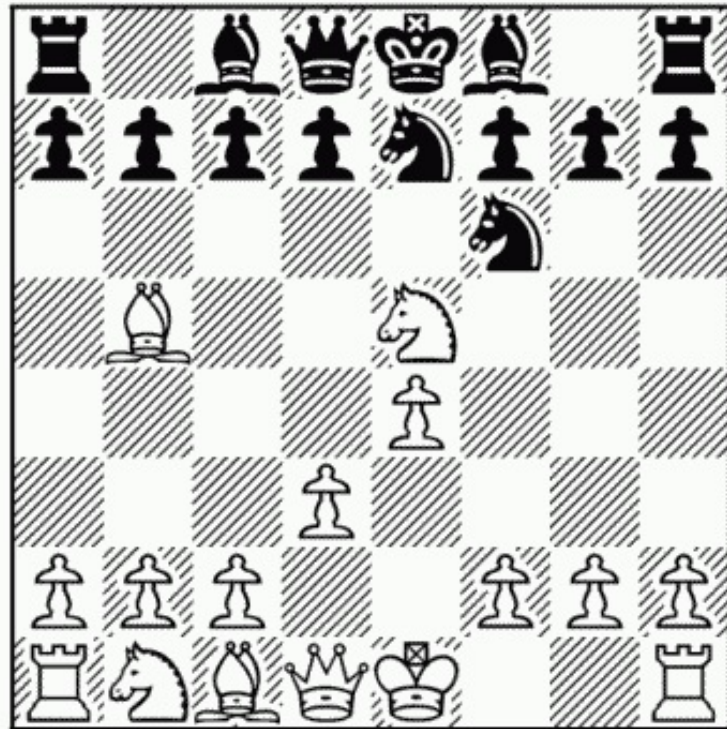


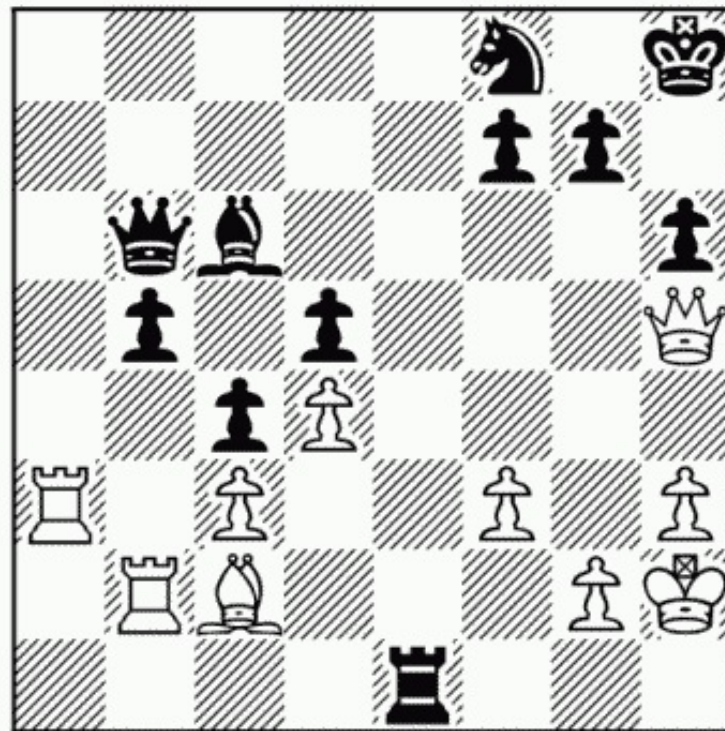




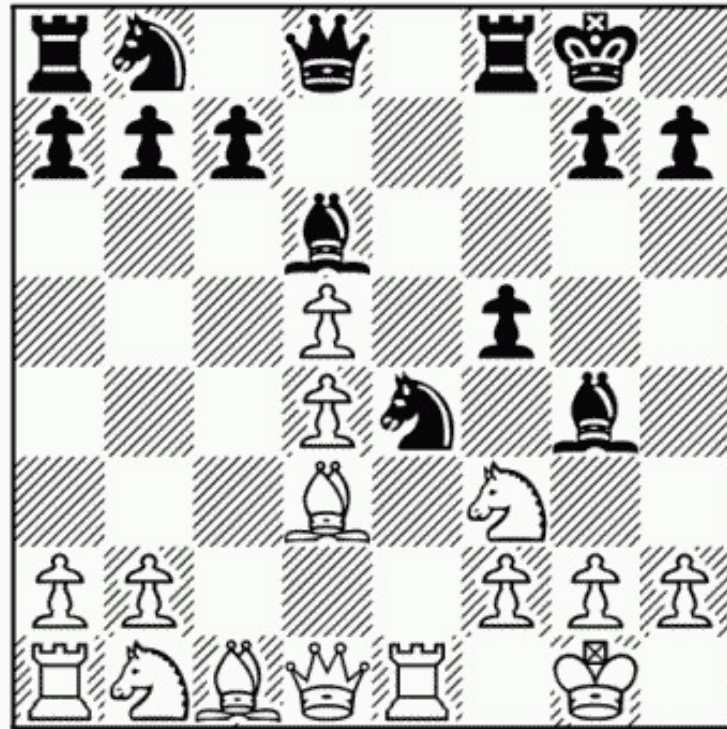




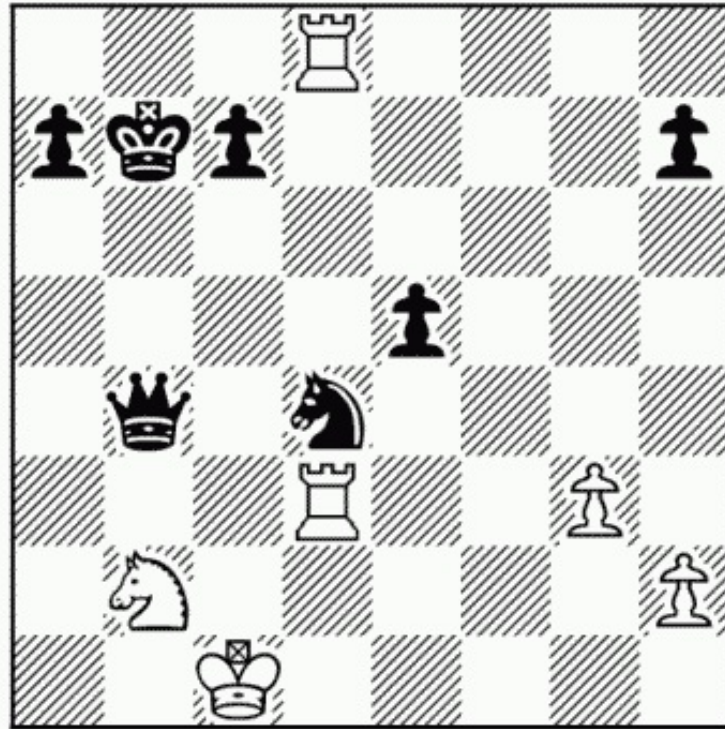


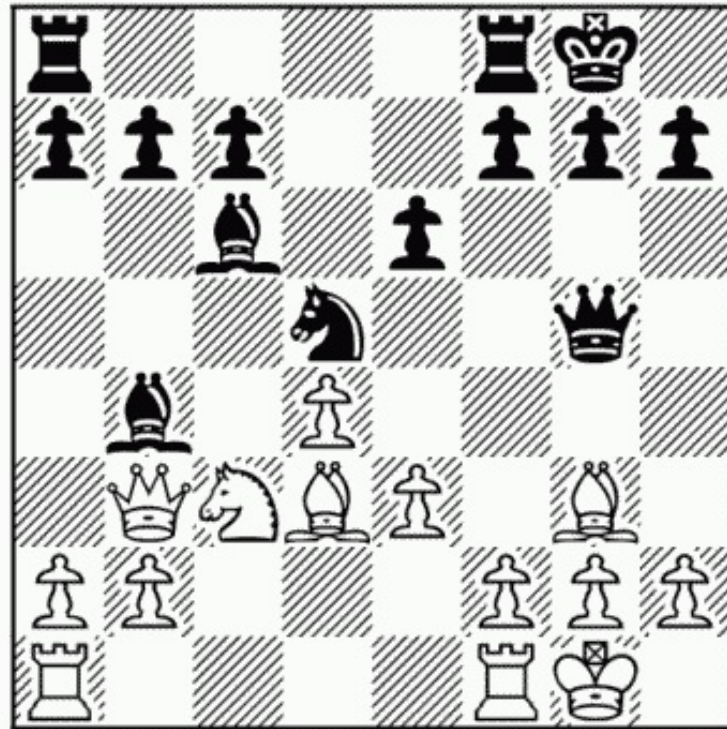


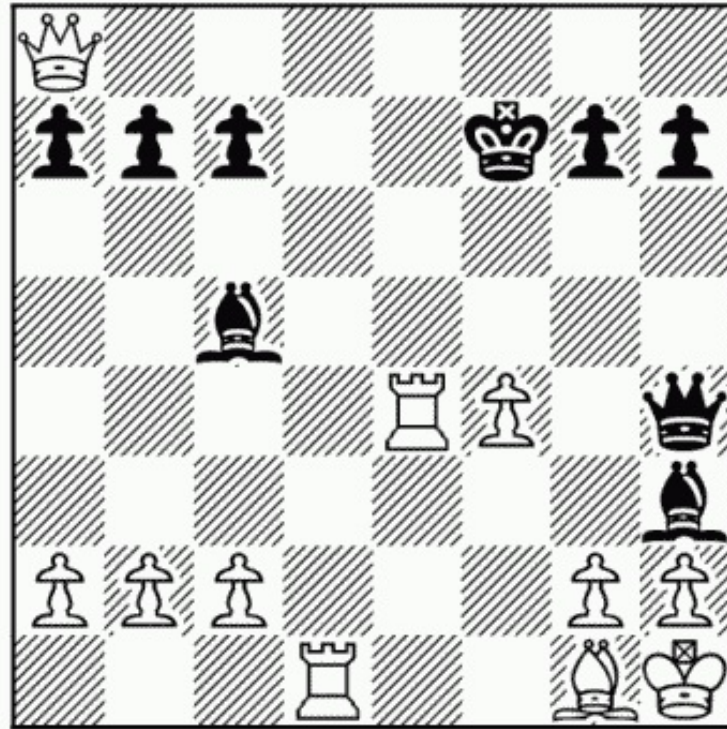


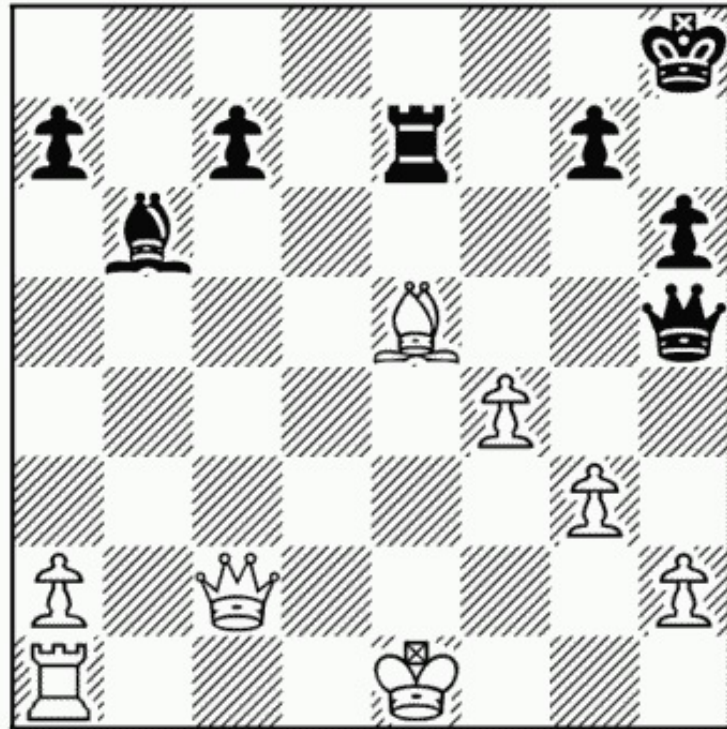


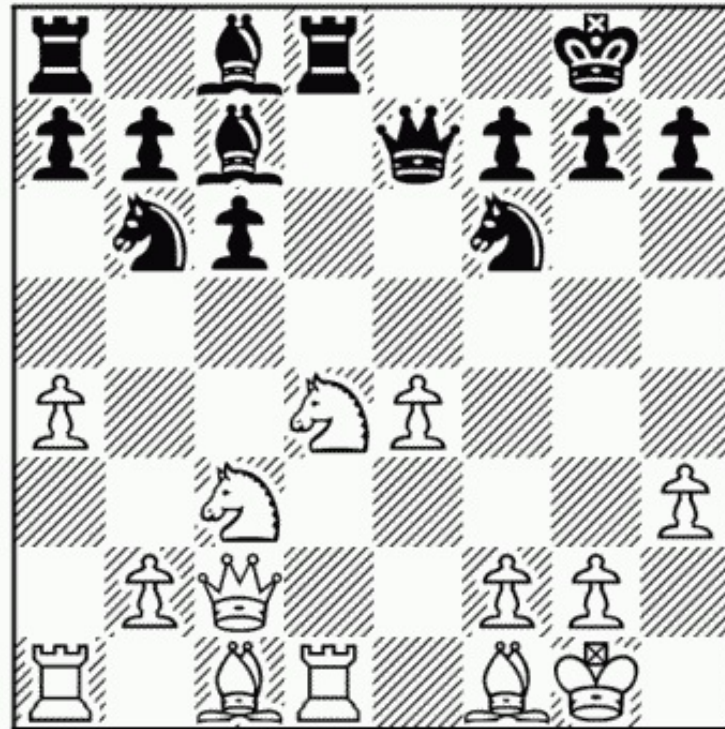


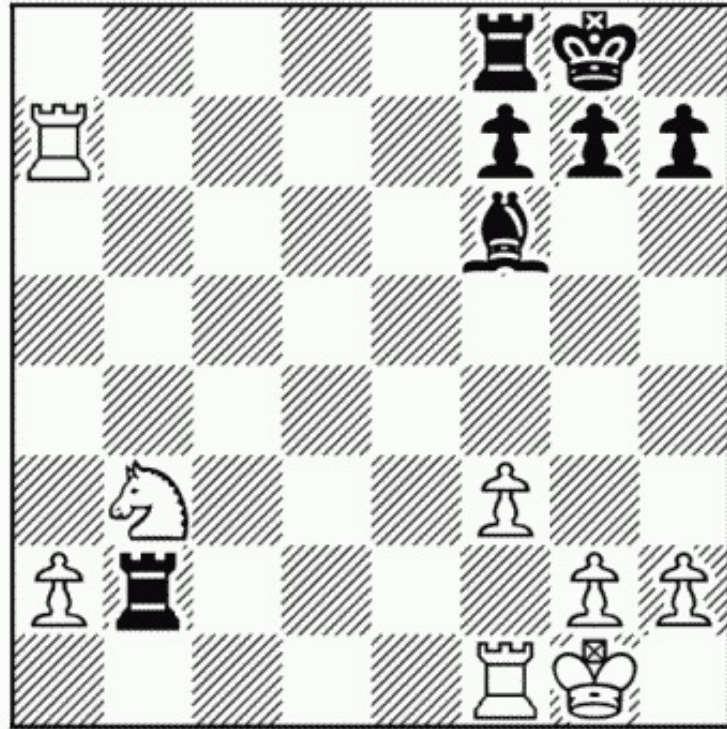




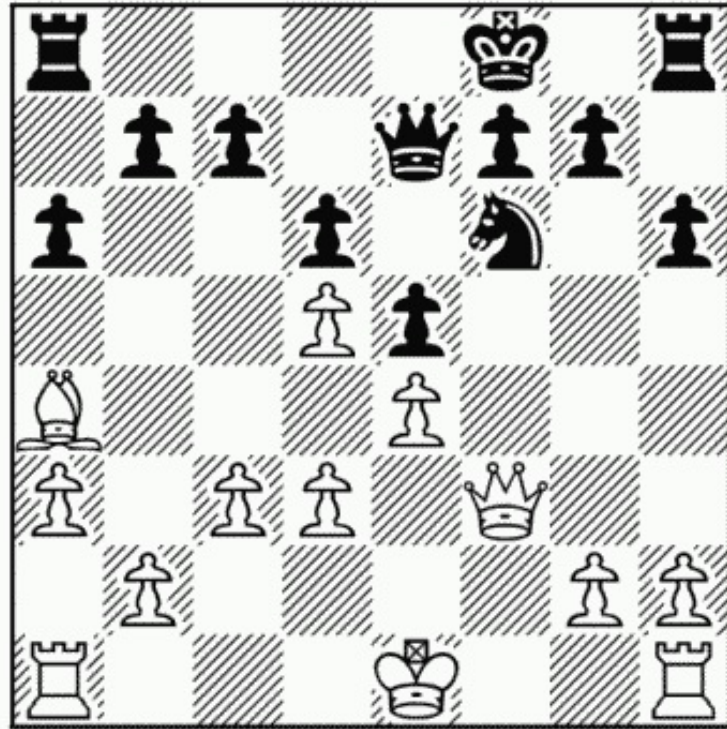


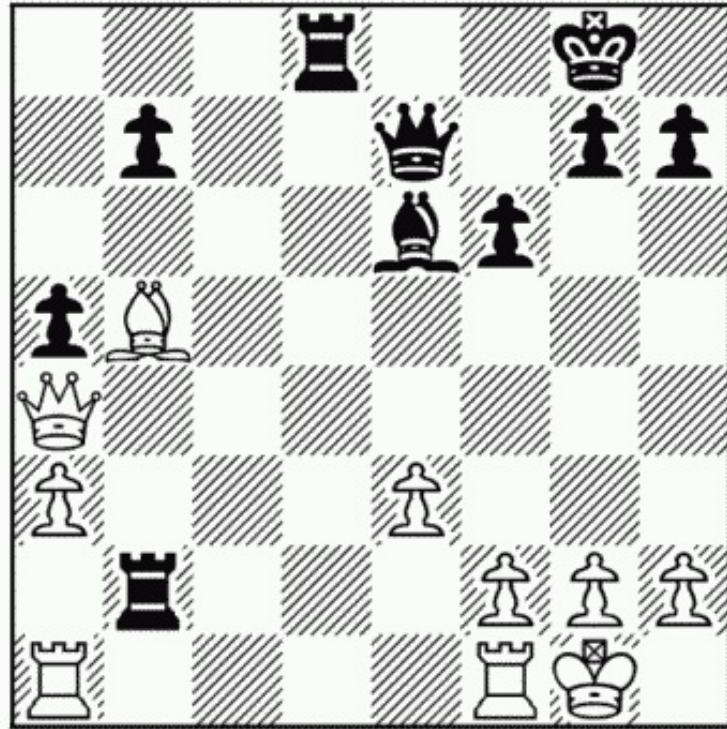


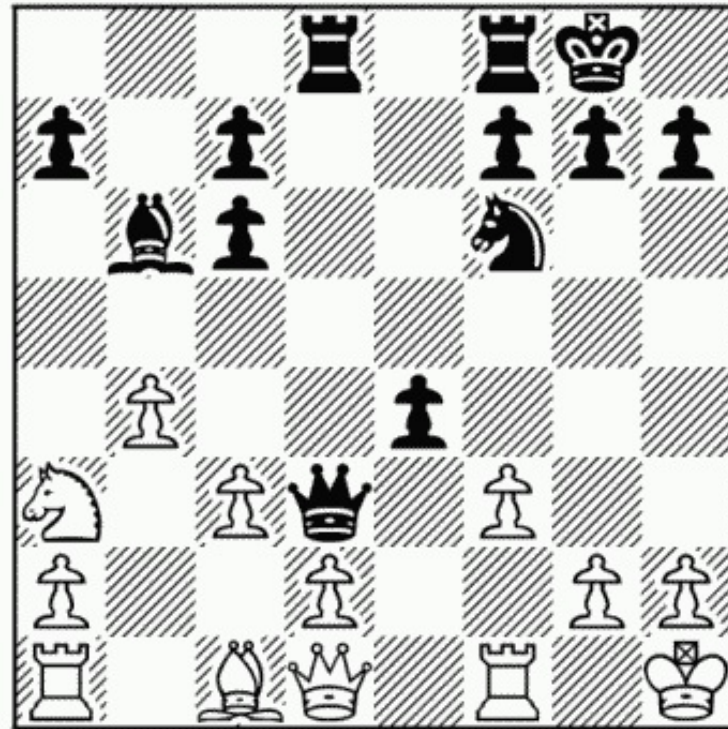


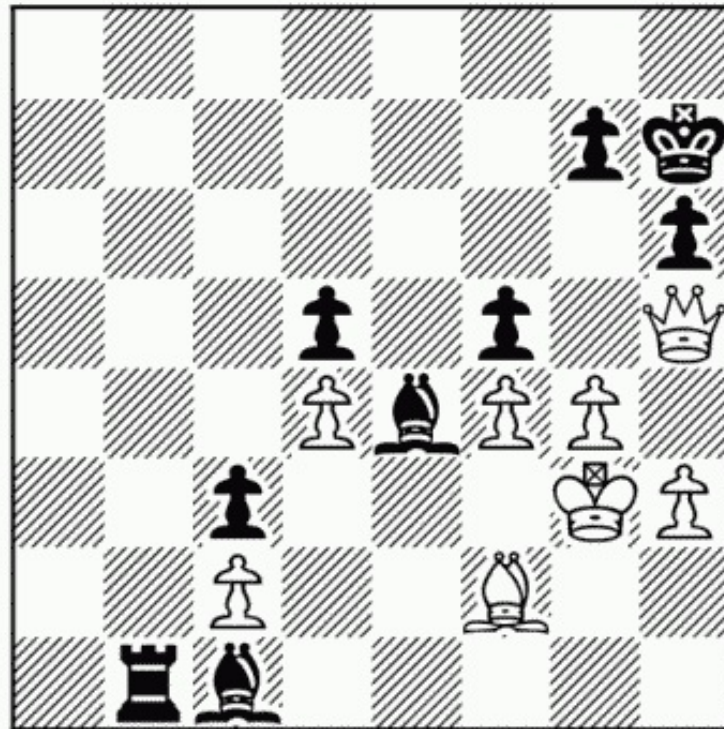


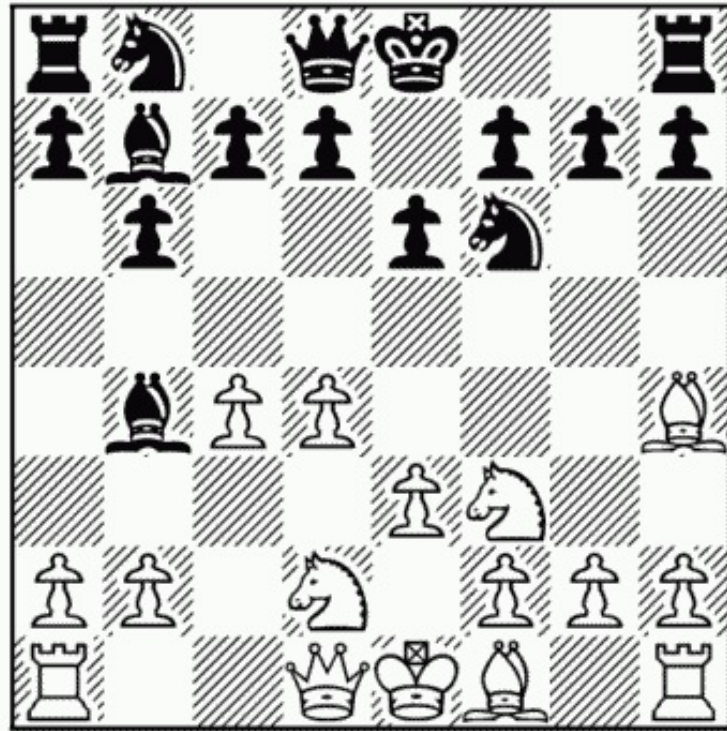




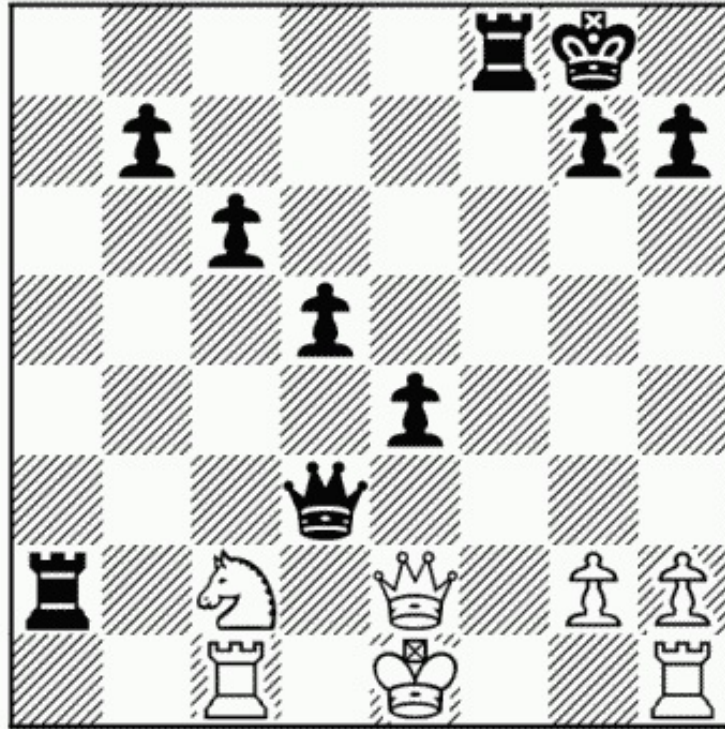




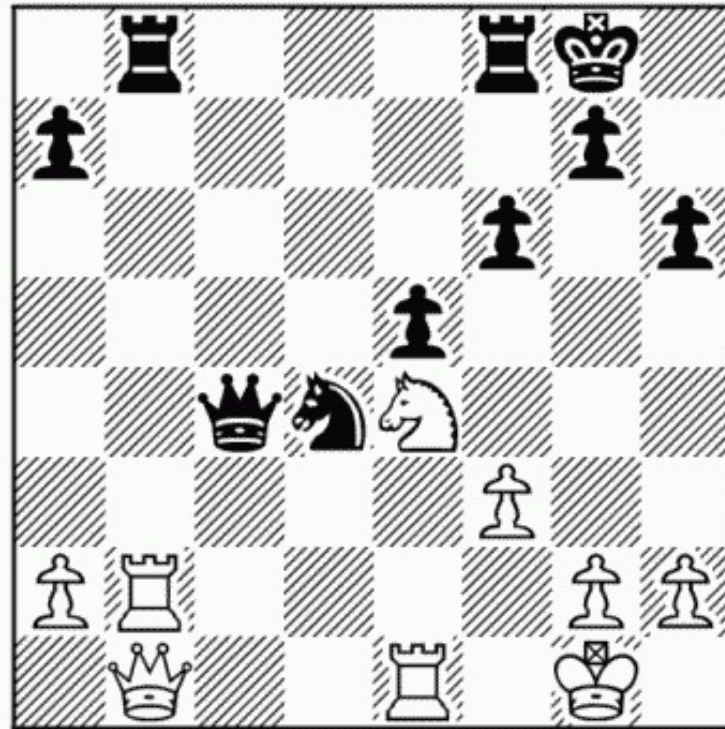


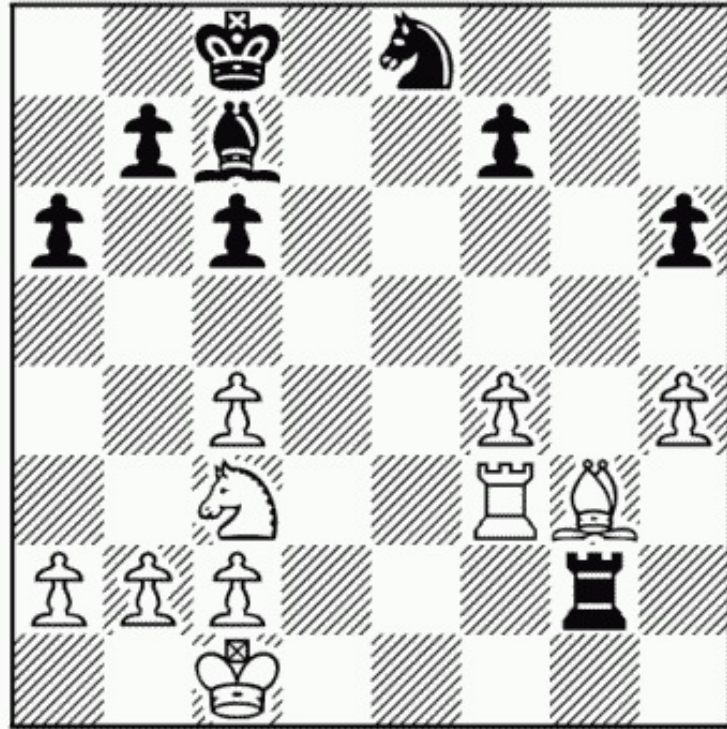


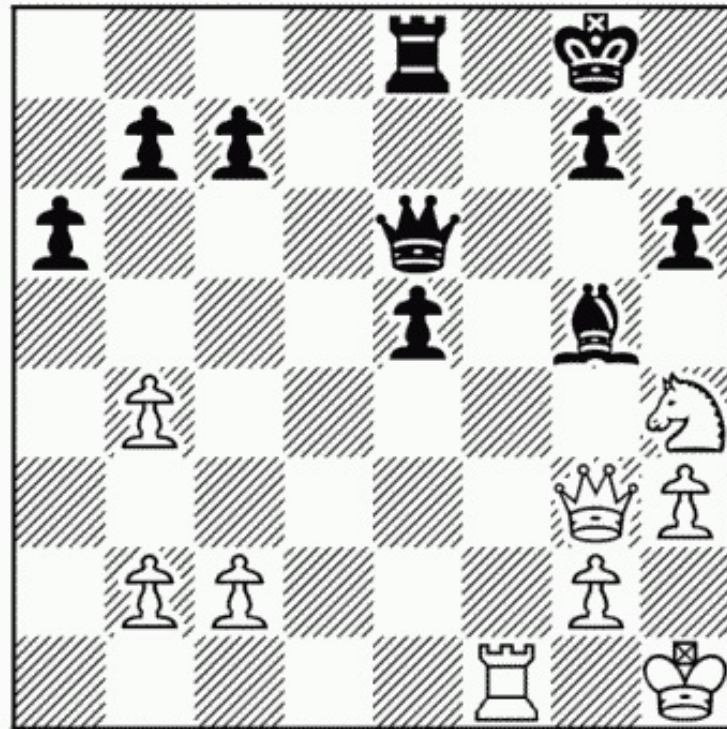


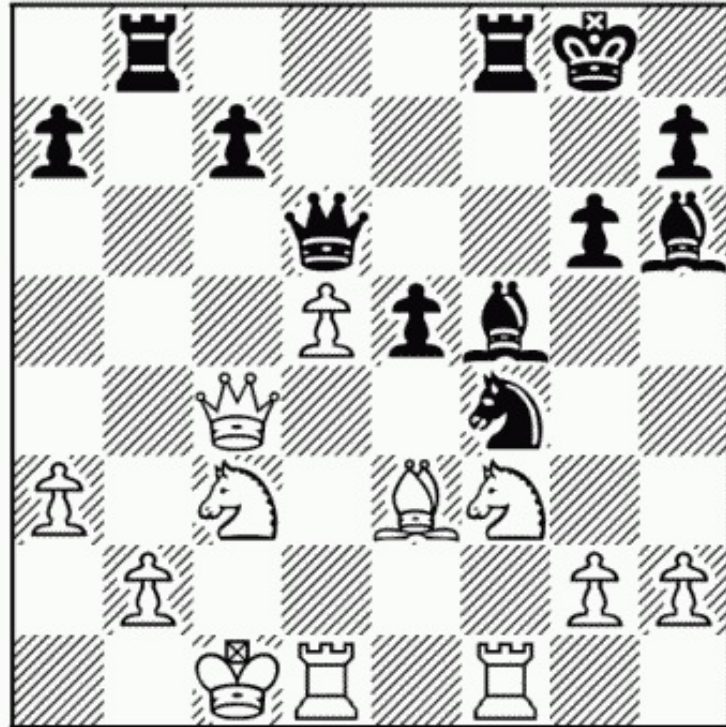


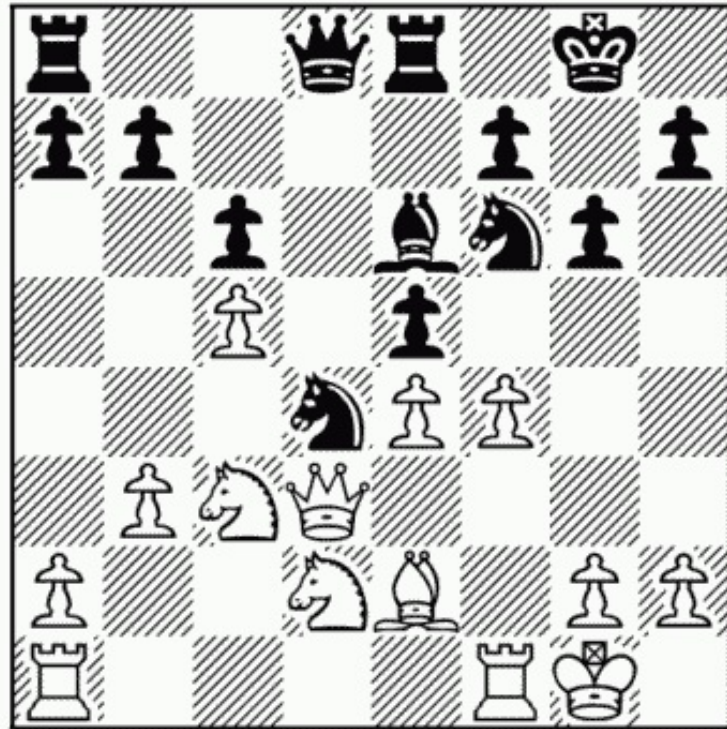




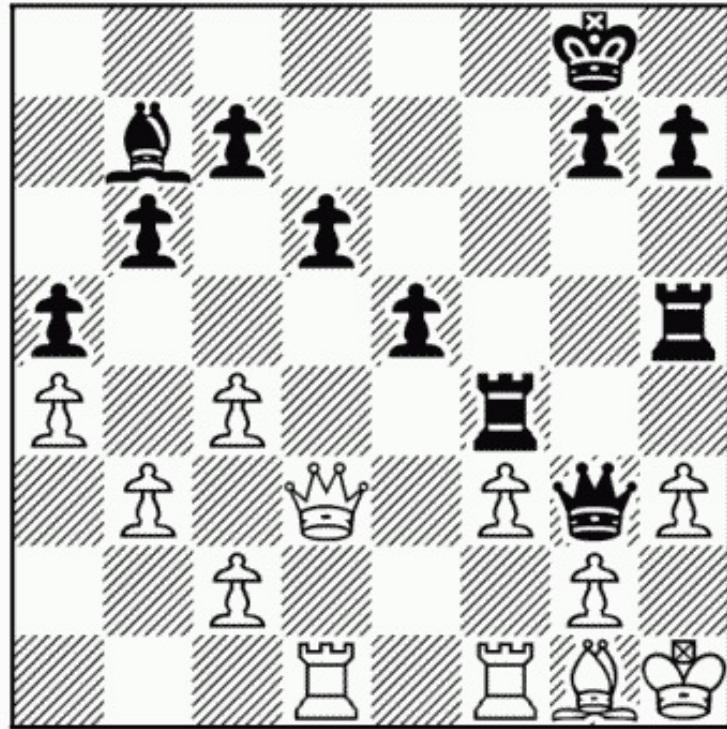




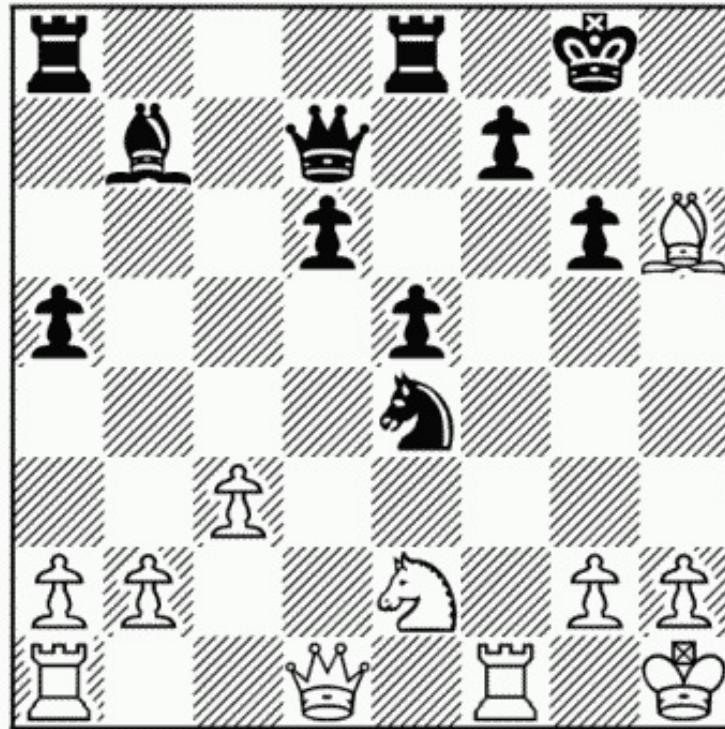


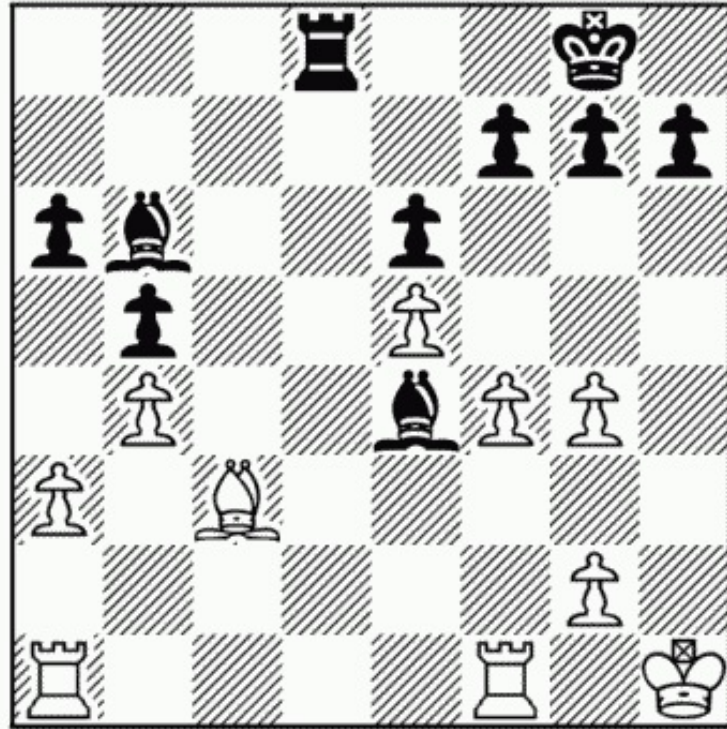


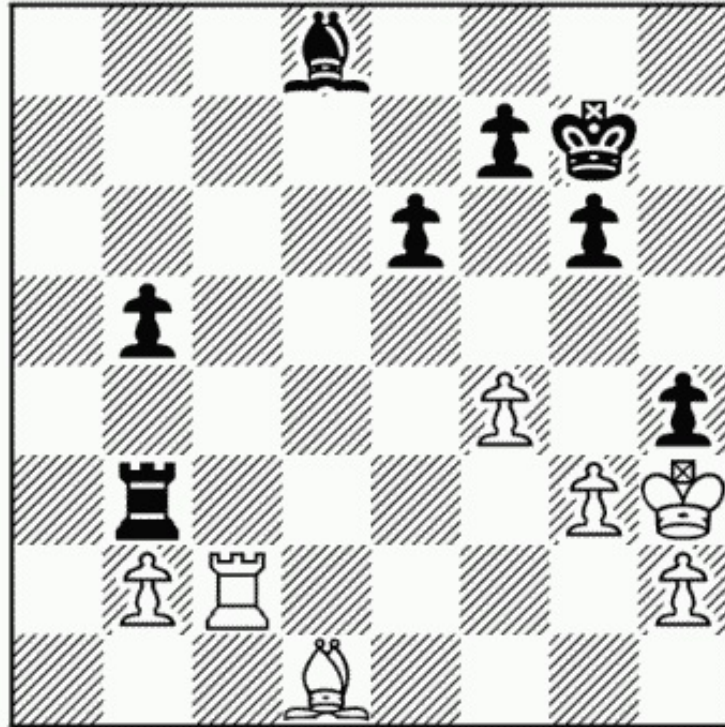


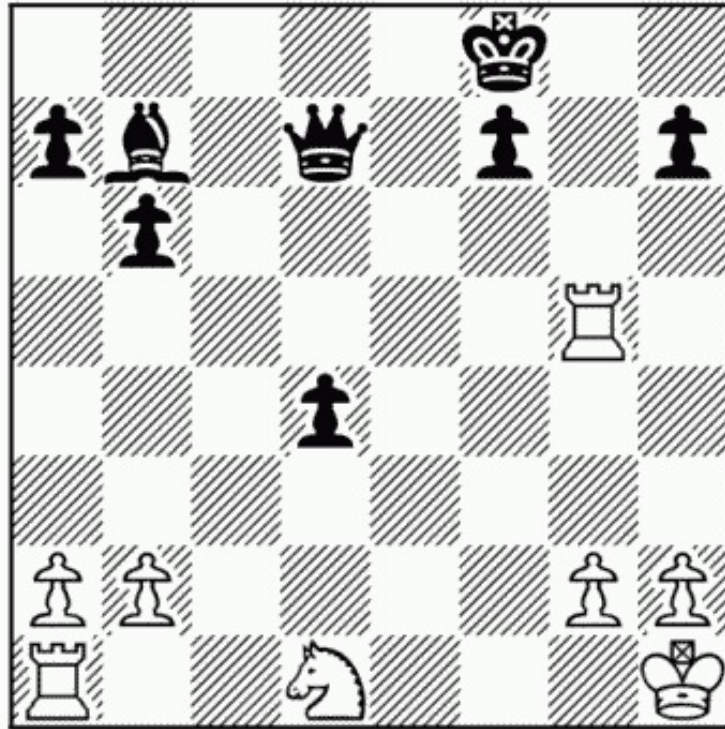


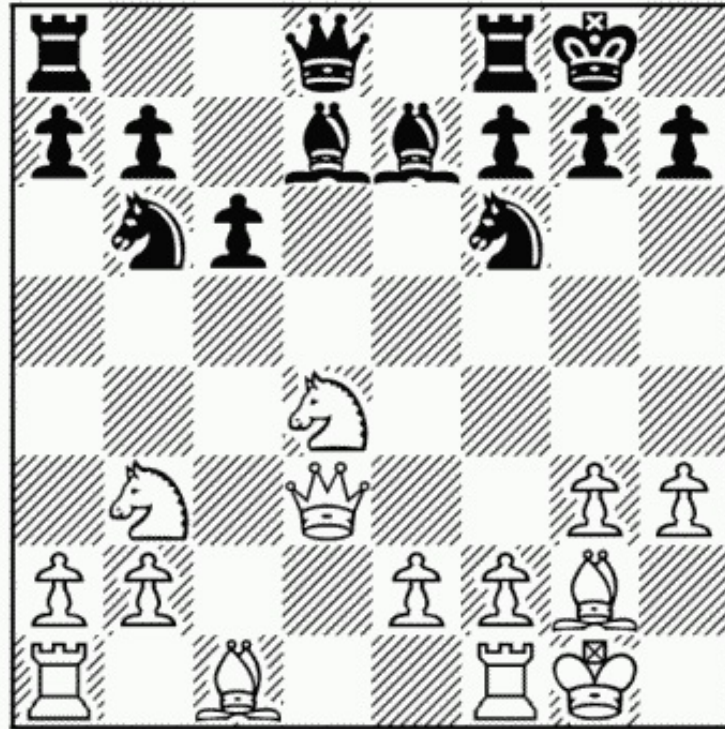












## 4. Discovered Attacks

The discovered attack is an unusually elegant – and powerful – form of double attack. What happens in this case is that *a unit moves off a line in order to “discover” (actually un-cover) an attack by one of its colleagues*. What usually happens is that the “discovering” piece simultaneously unleashes a secondary threat of its own. Very often it is impossible to parry both threats.

[Diagram 295](#) is a fine example. White’s opening knight move threatens a mate by the white queen. But at the same time White’s knight menaces Black’s queen, which cannot be saved. The same effect is achieved by White in [Diagram 314](#).

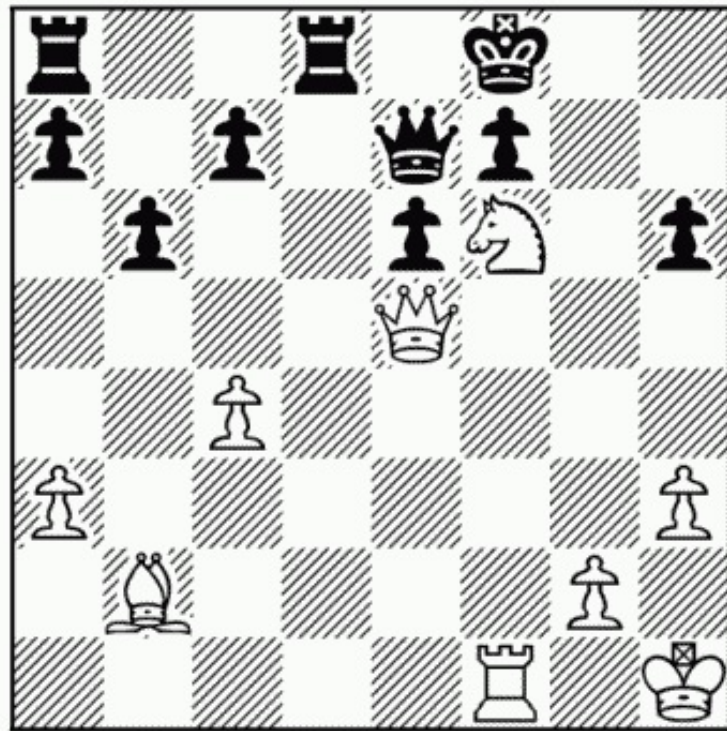
In certain rare instances, as in [Diagram 321](#), we get enchanting effects when multiple threats are opened up. The inexorable beauty of these situations is that the defender has all sorts of resources—but each one fails!

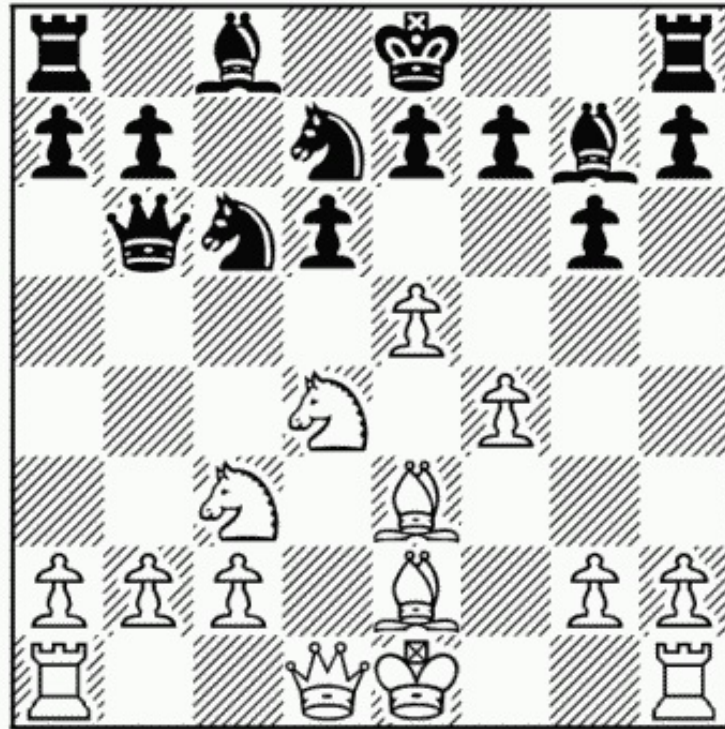
Discovered attacks are particularly nasty when they arise from a plausible series of preliminary moves. When they are concealed in this way, as in Diagrams 325 and 327, the defender is virtually paralyzed.

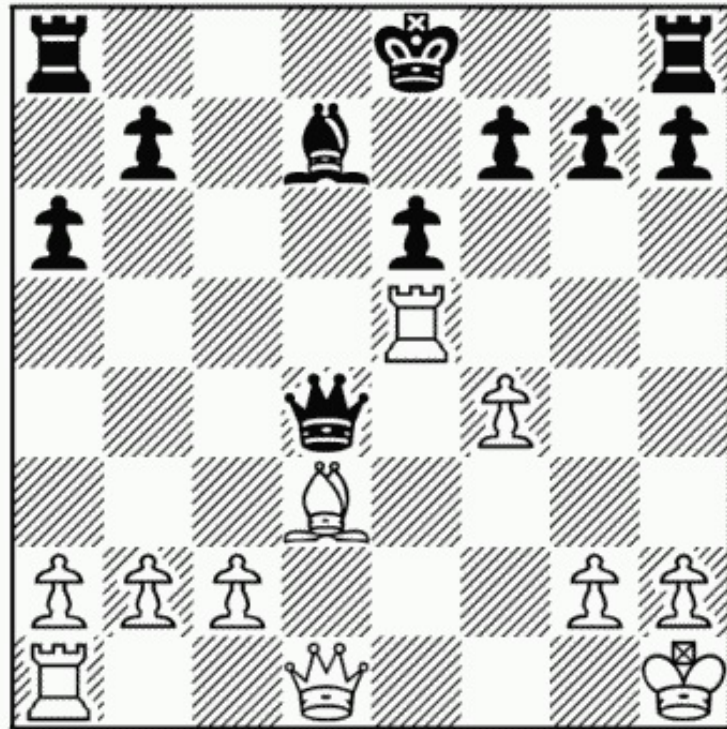


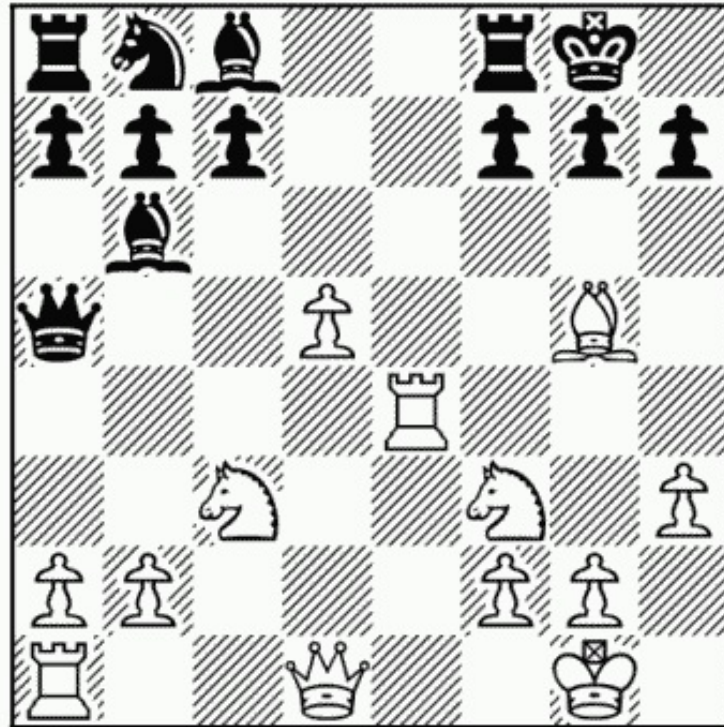
*White Moves First*

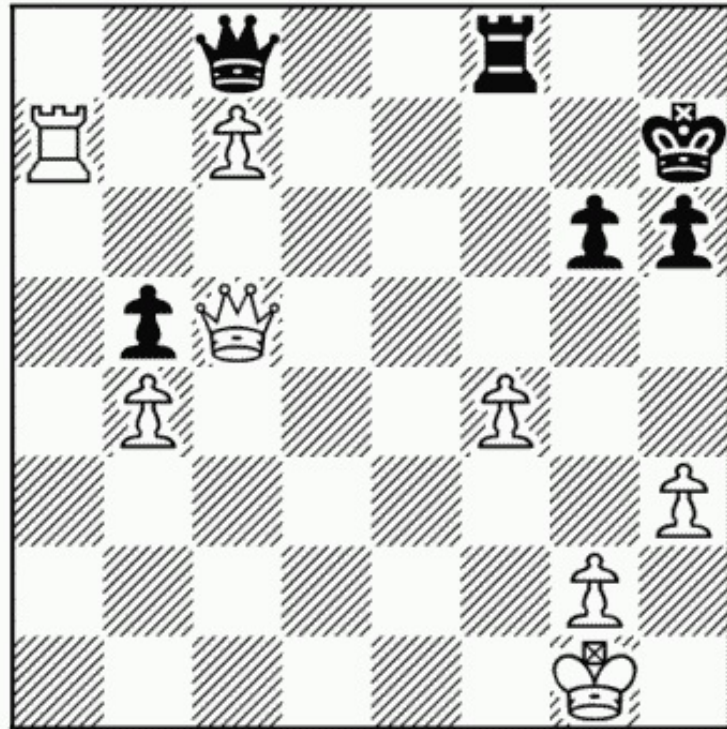
[295](#)



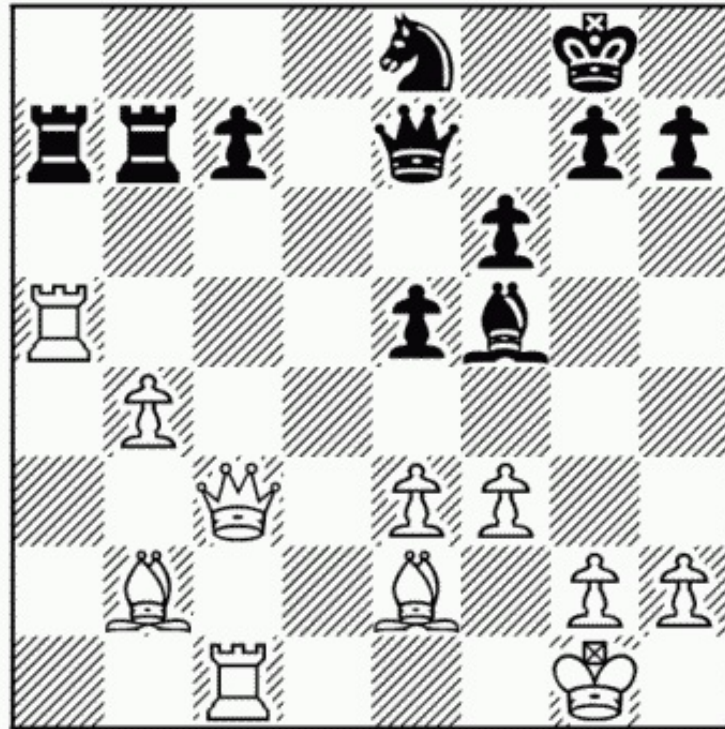




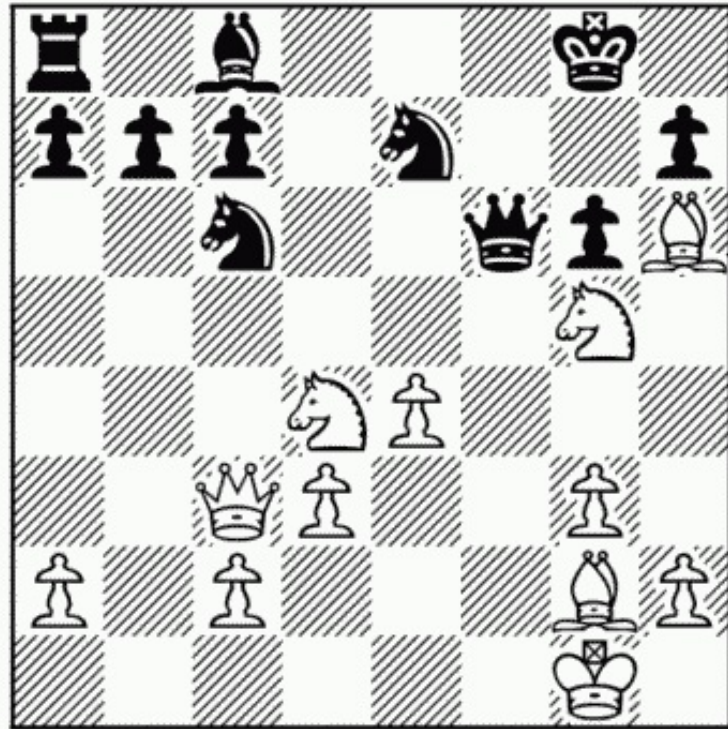


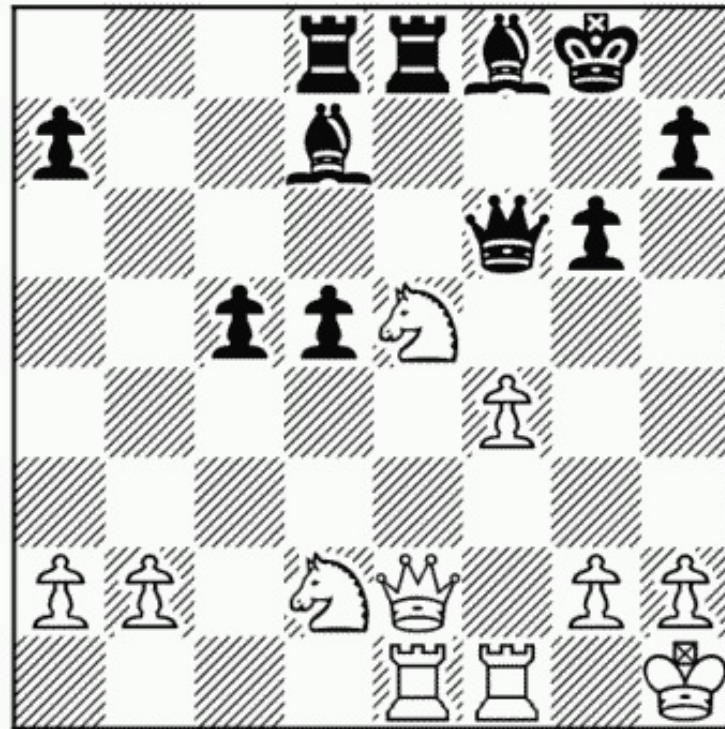


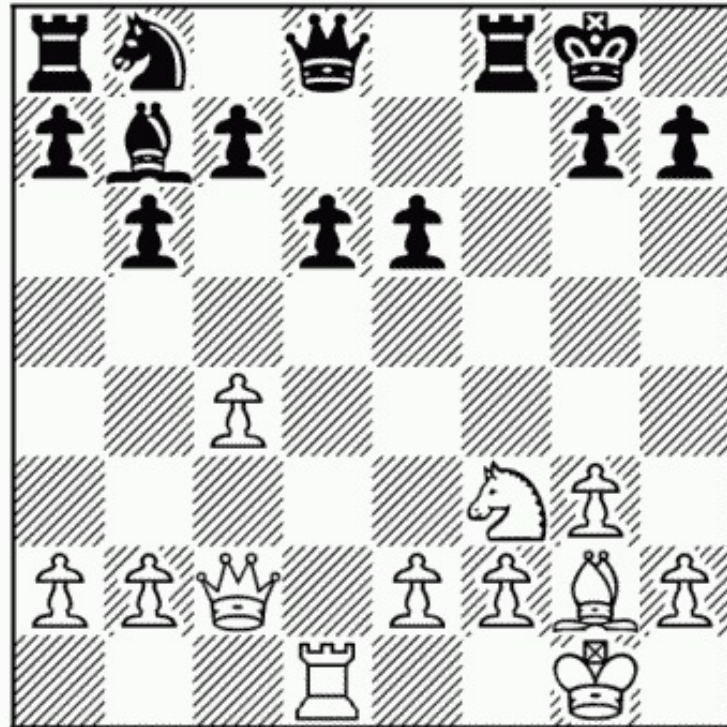


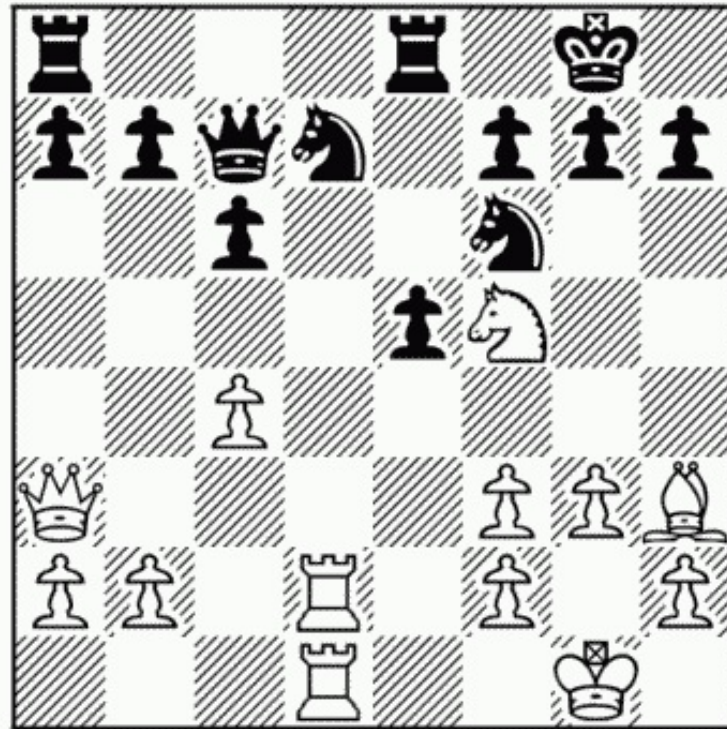


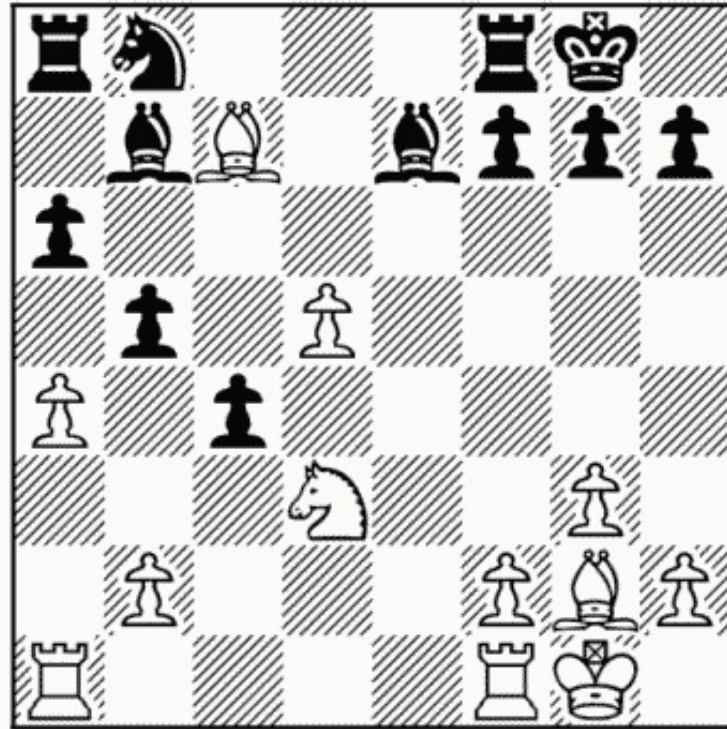




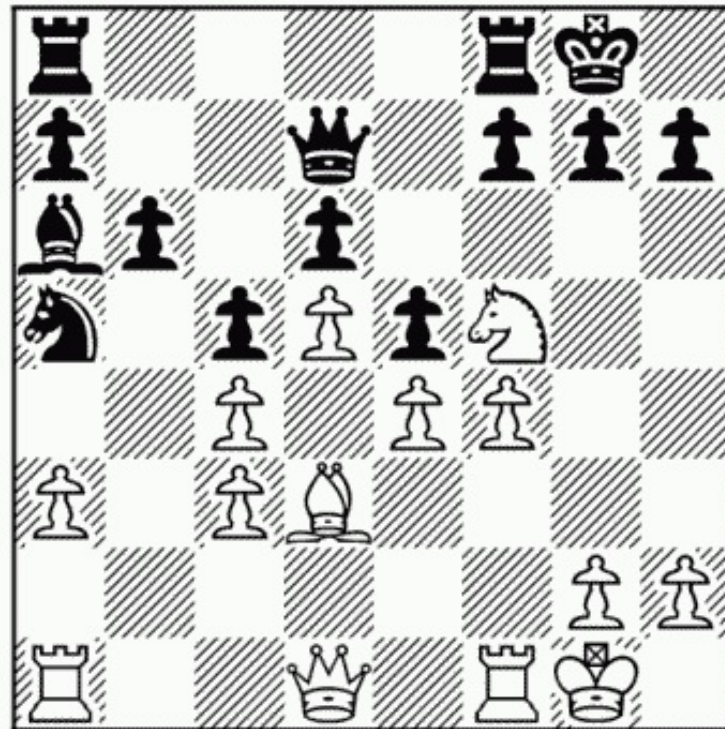




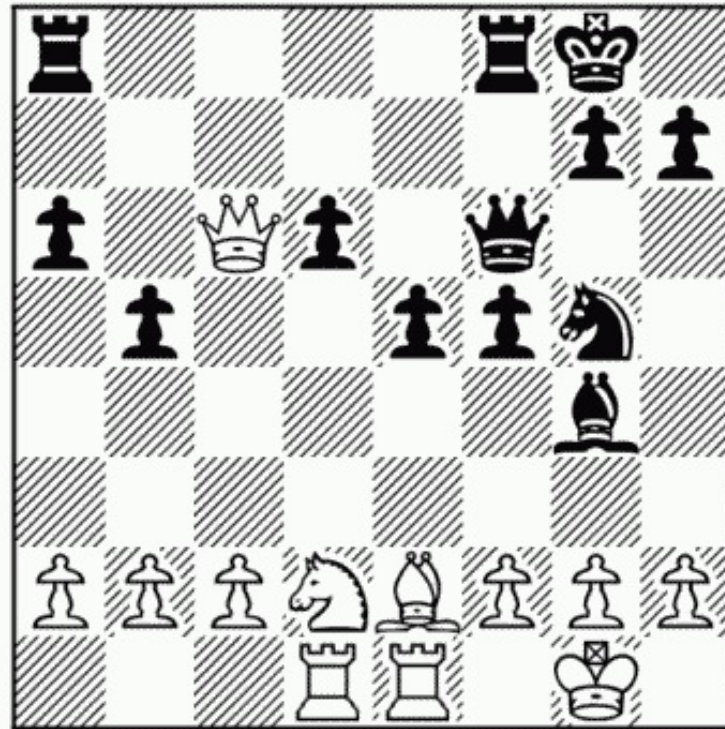


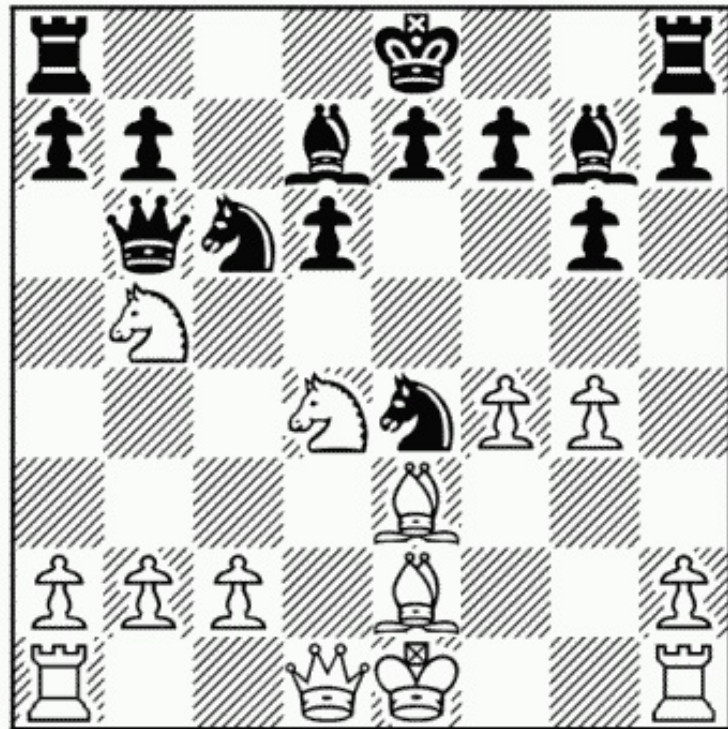


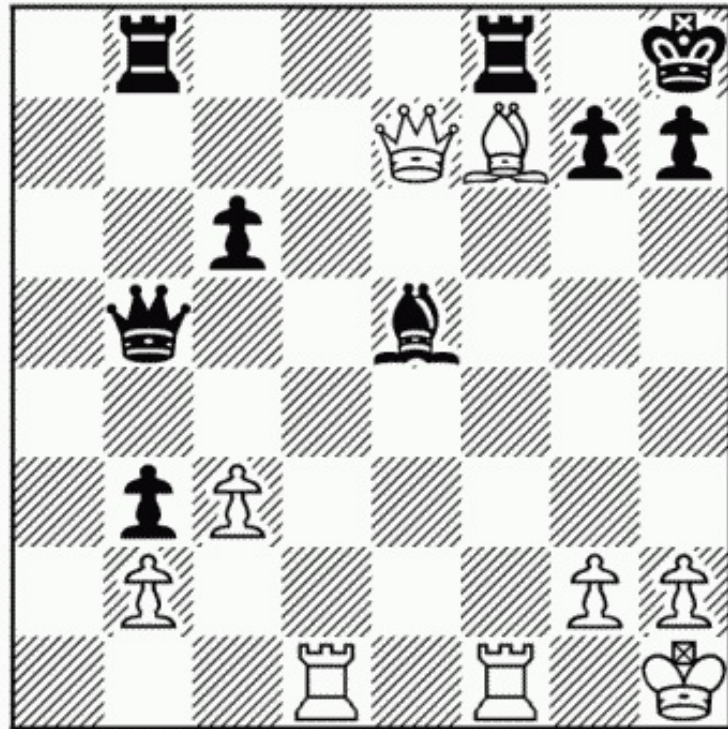


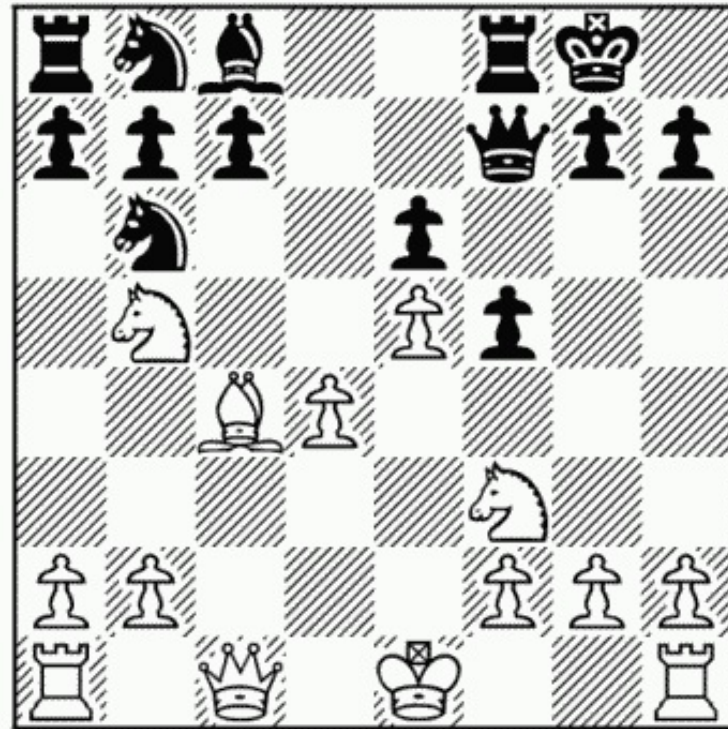


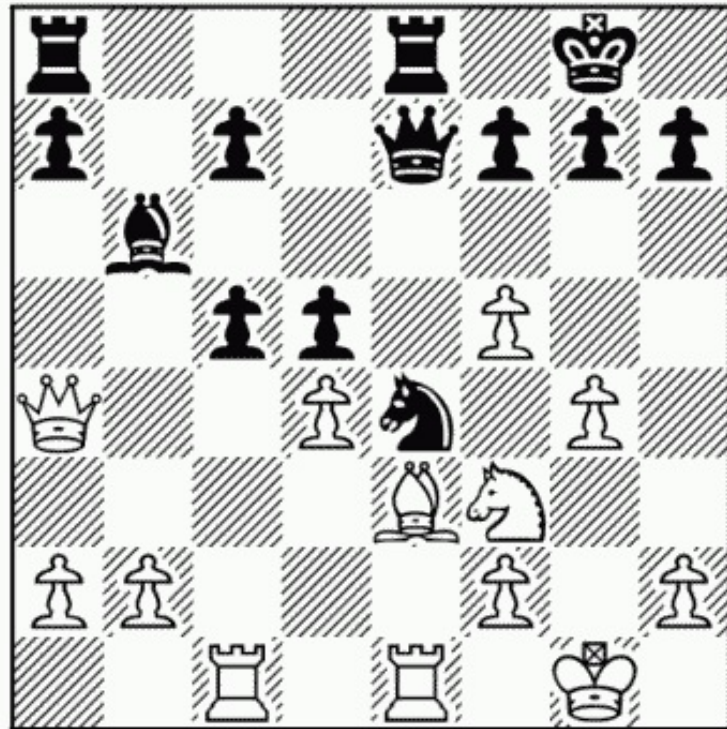




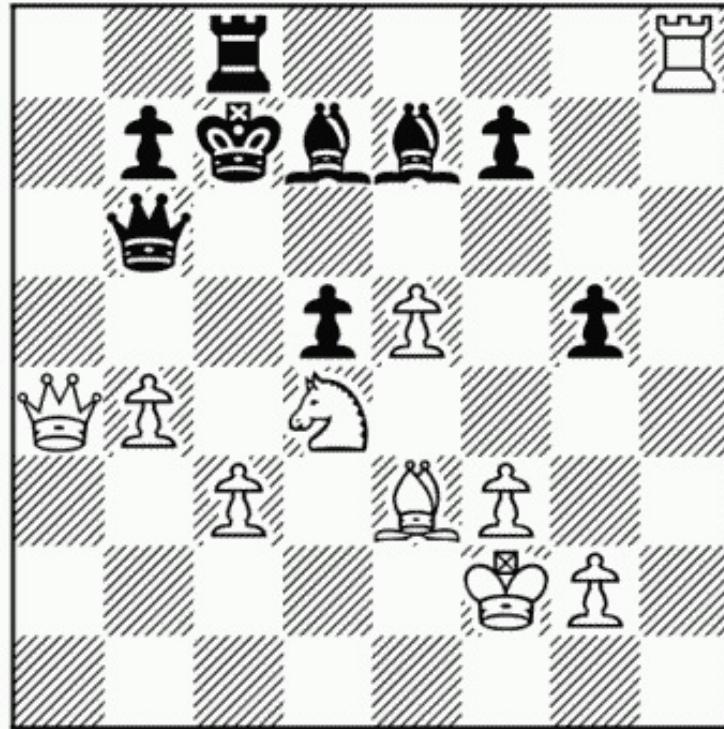




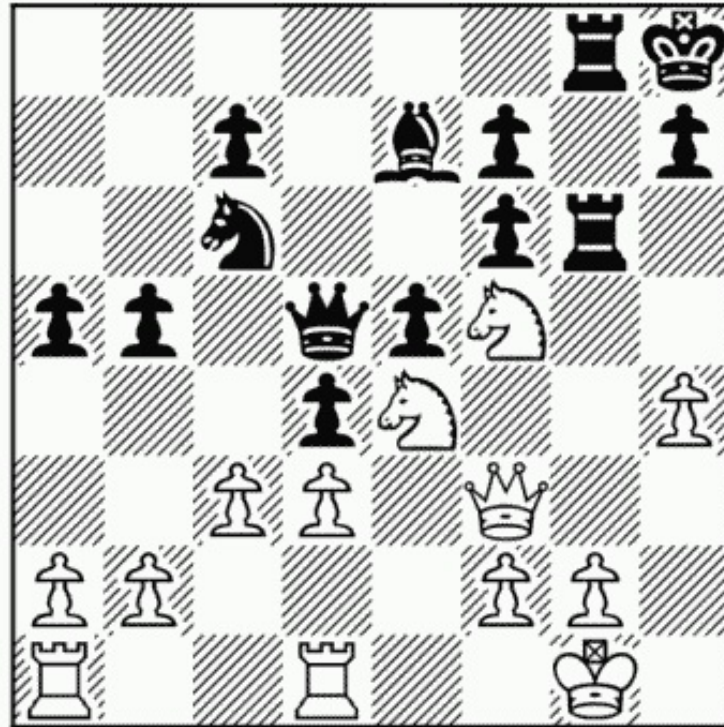


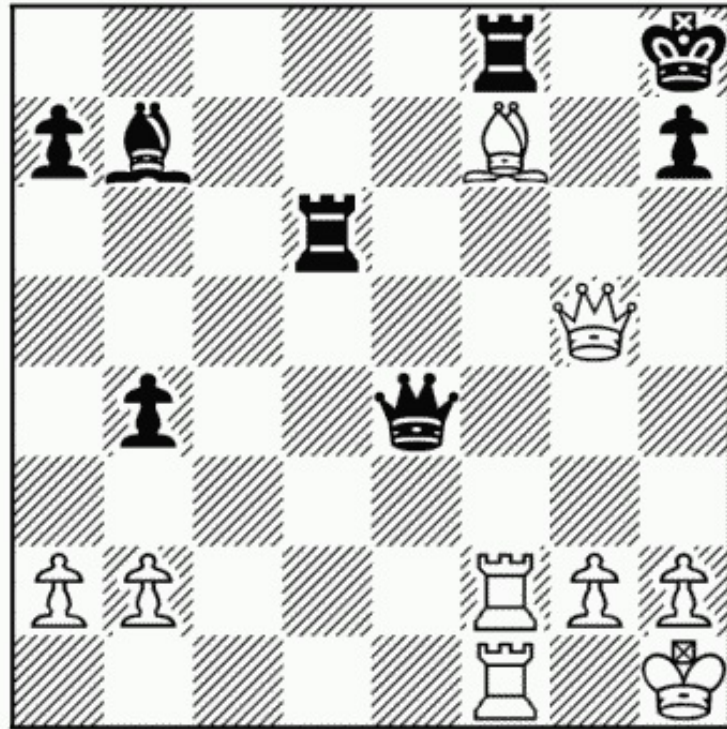


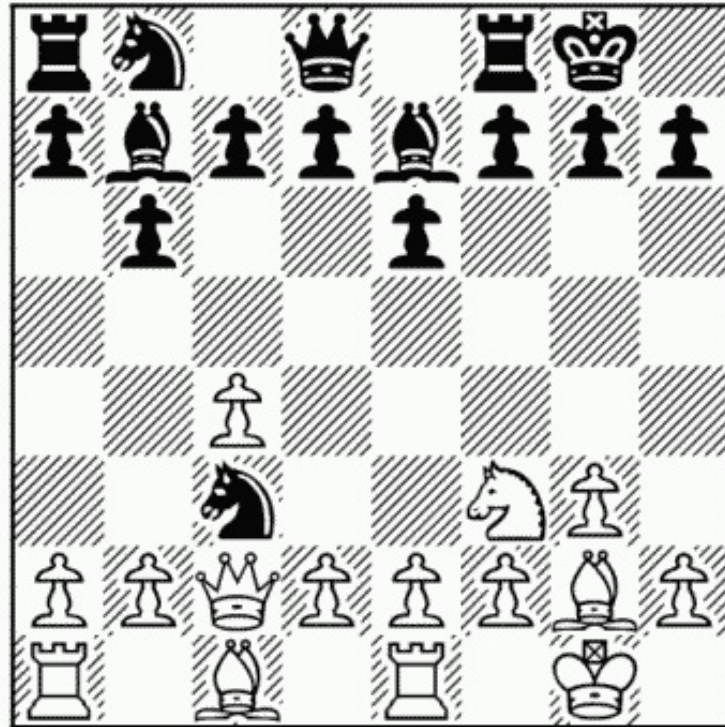


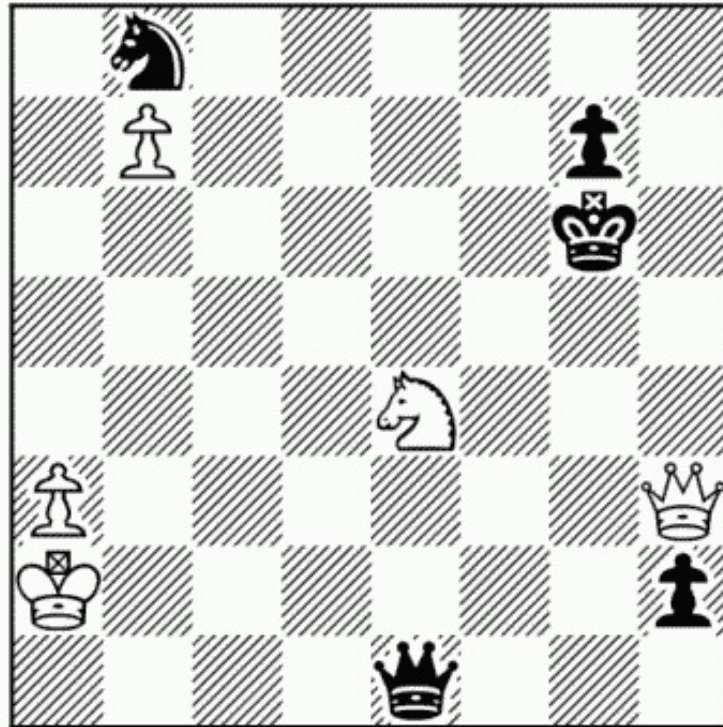


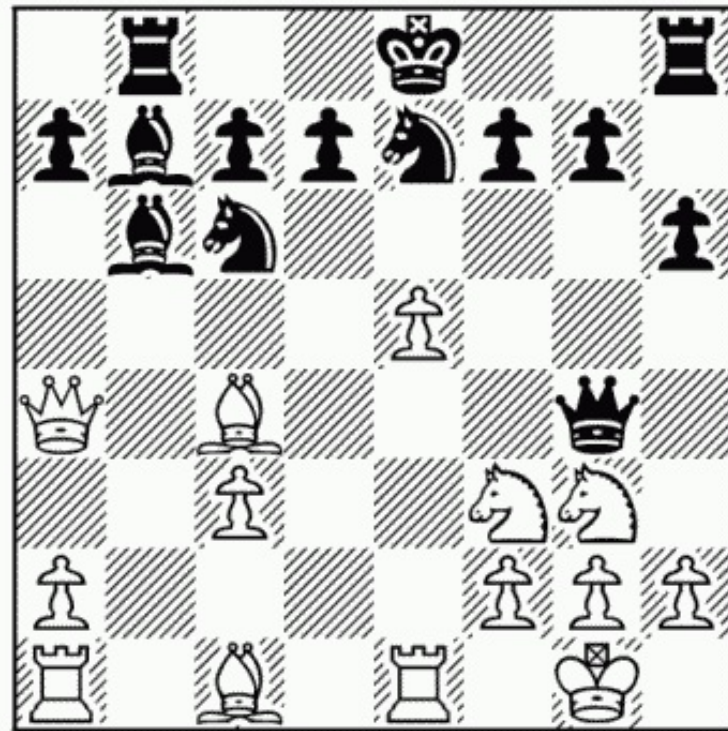




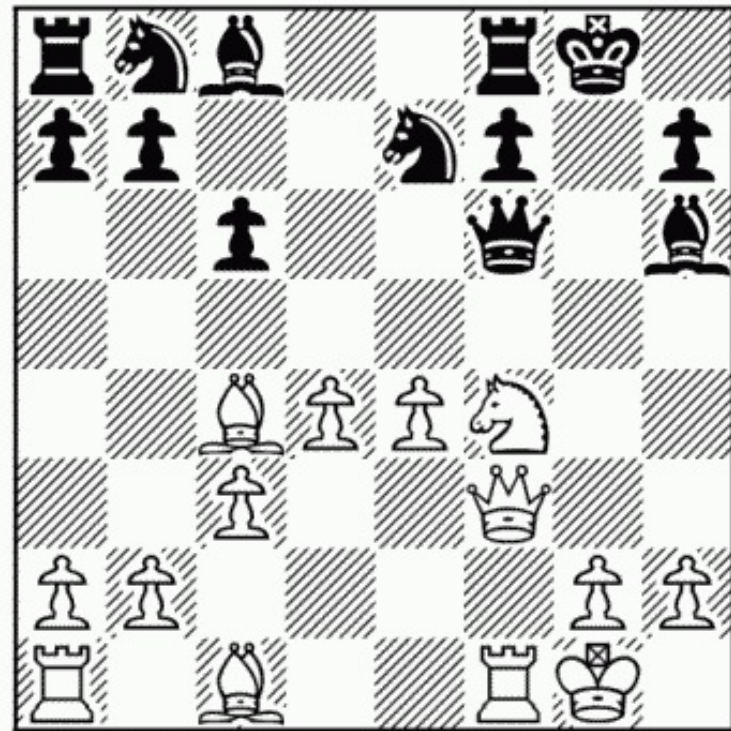




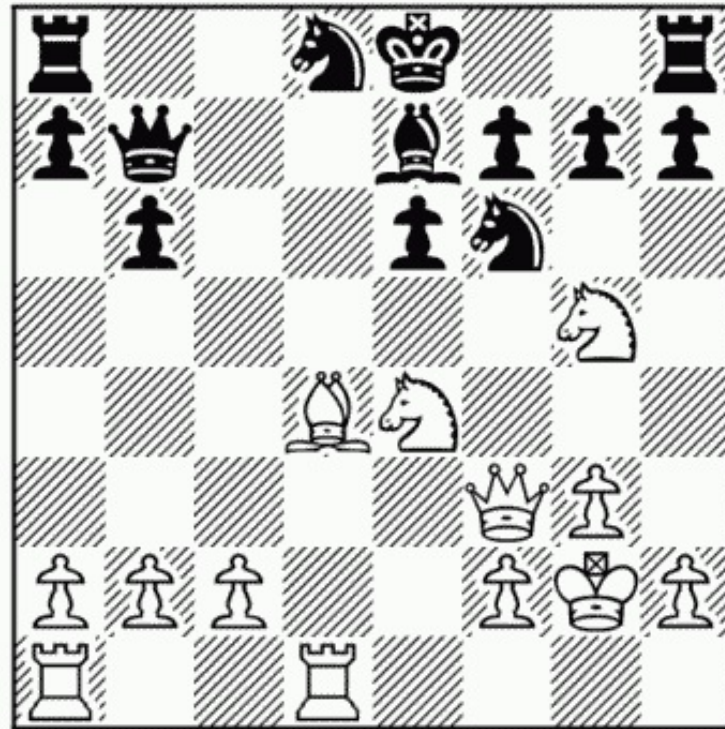


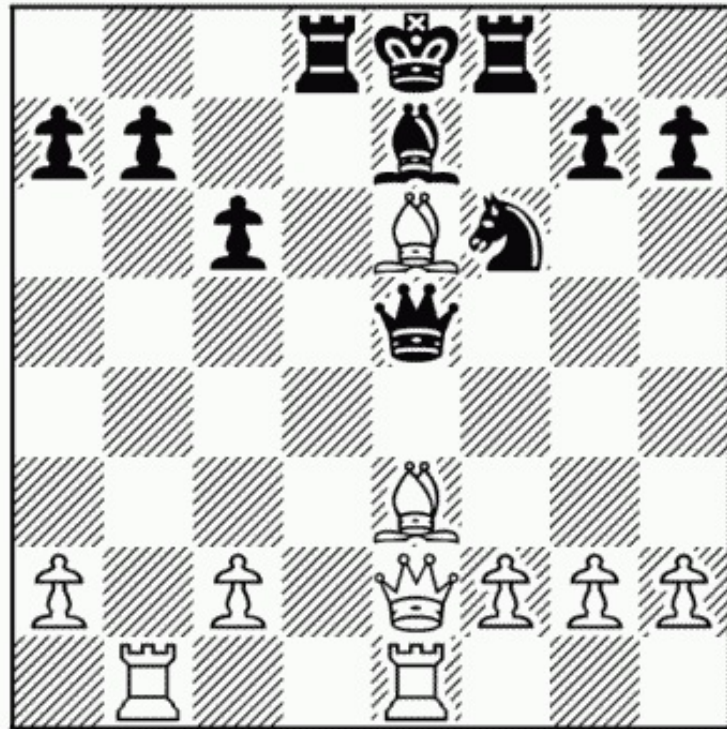


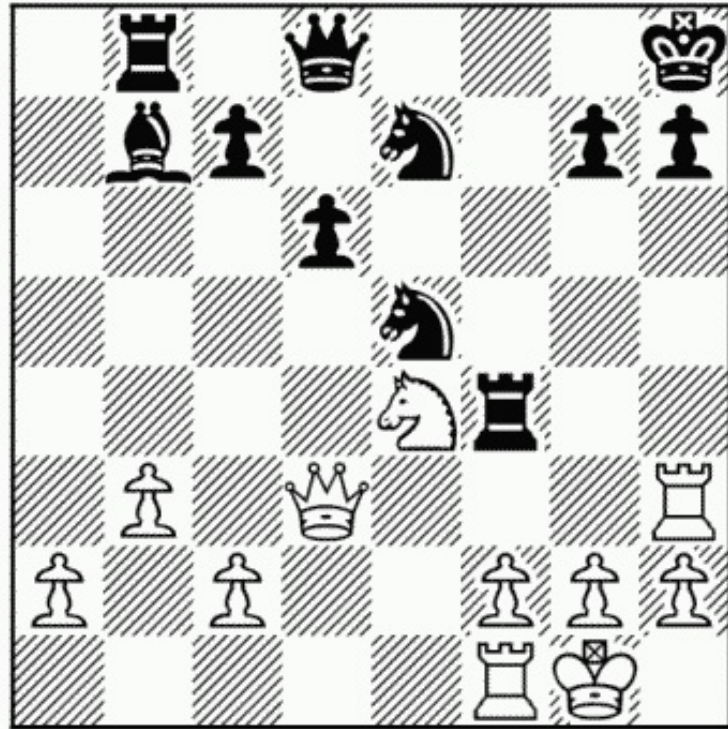


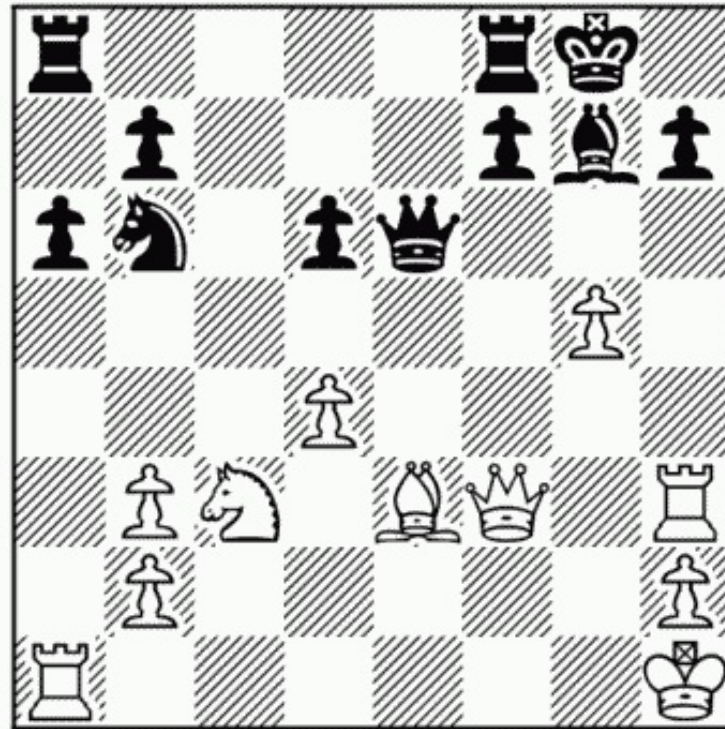


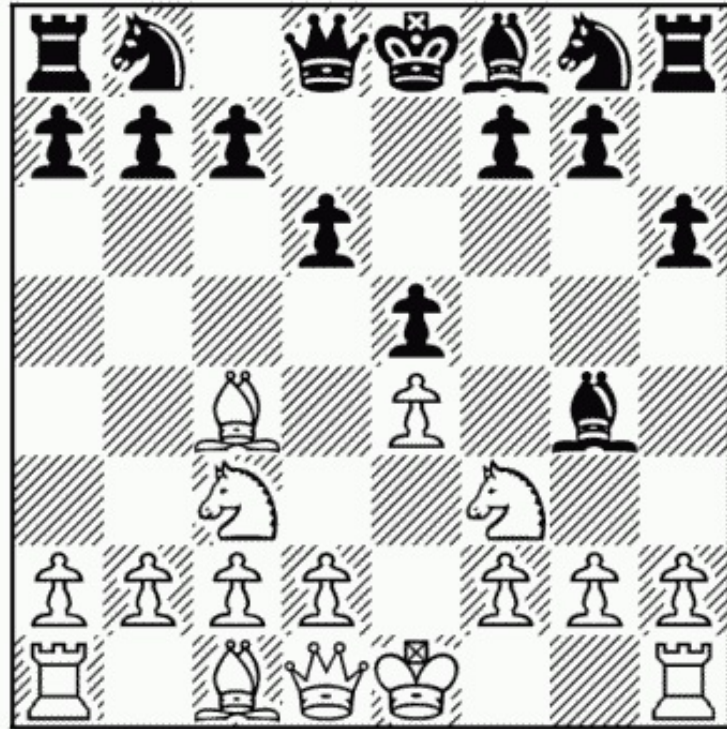




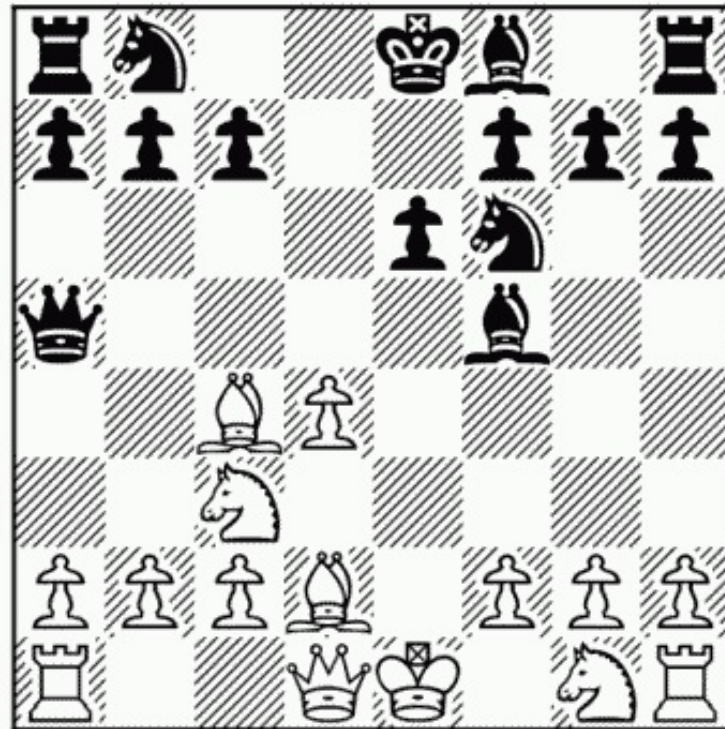




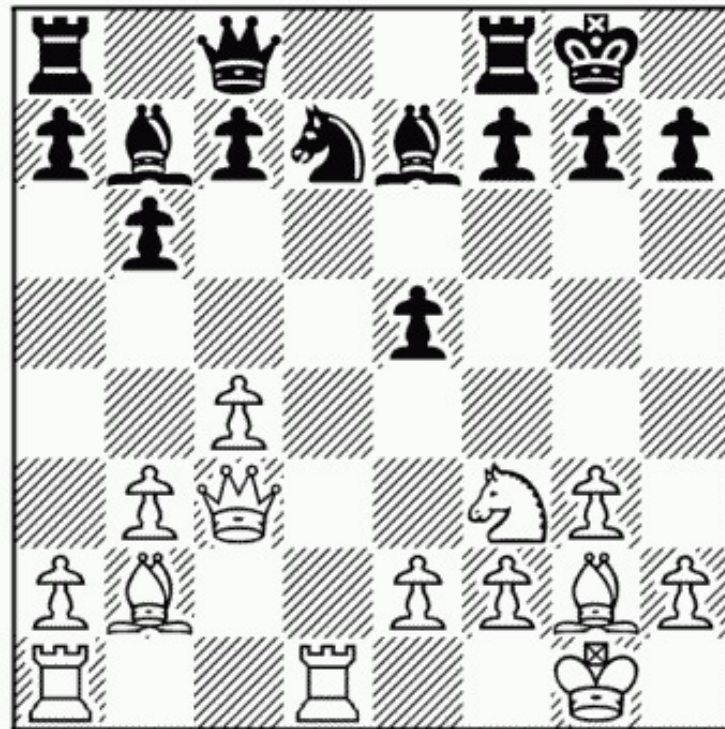


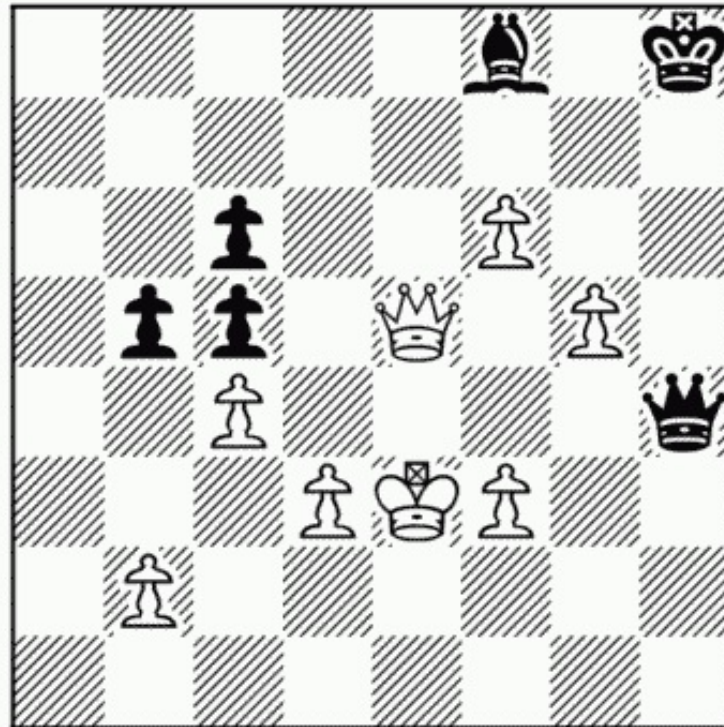


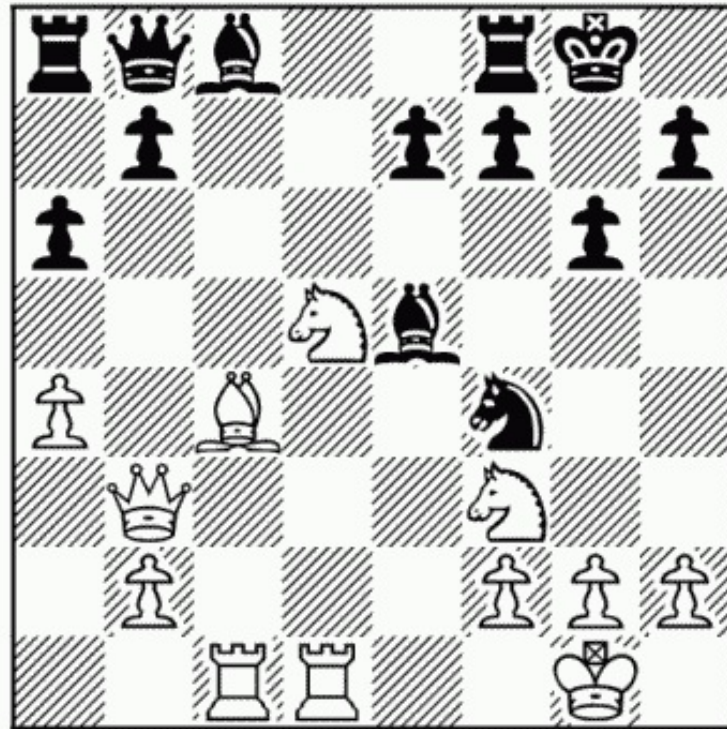


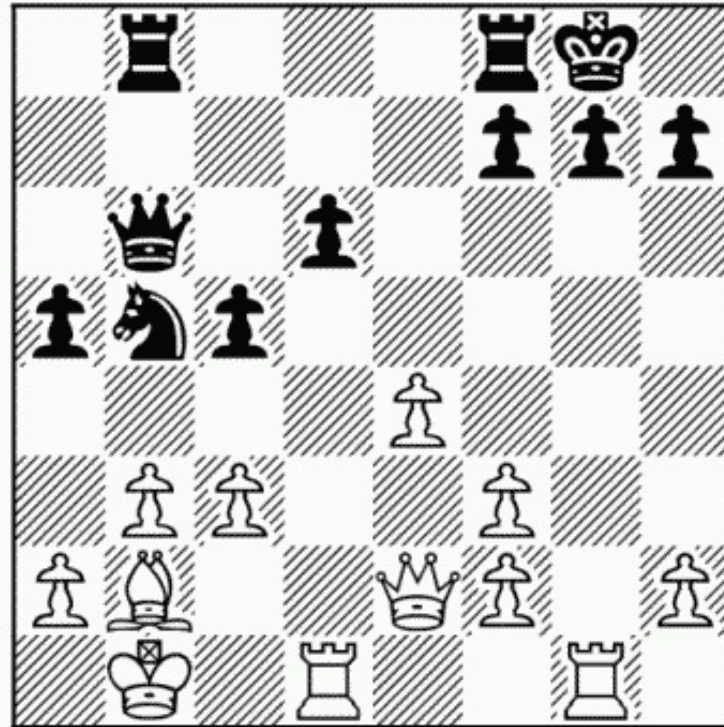


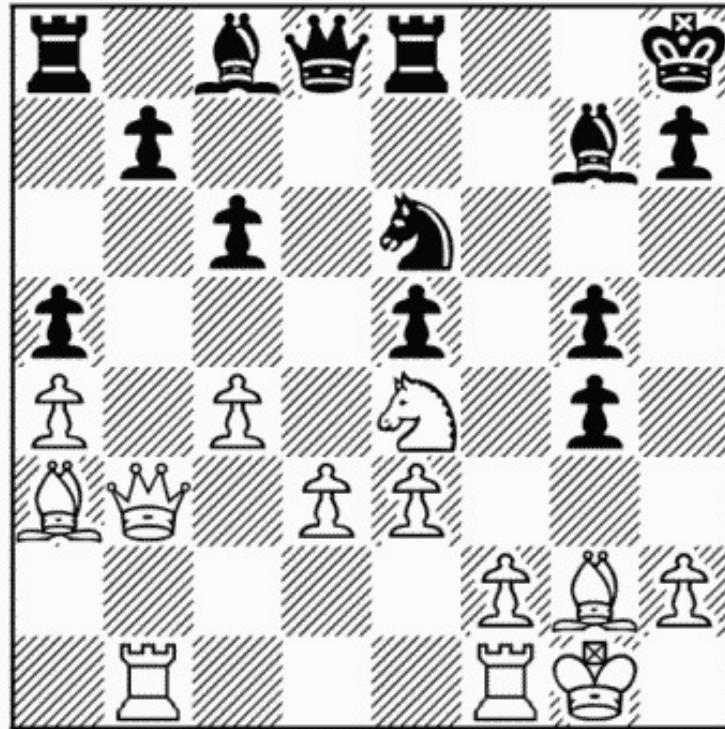




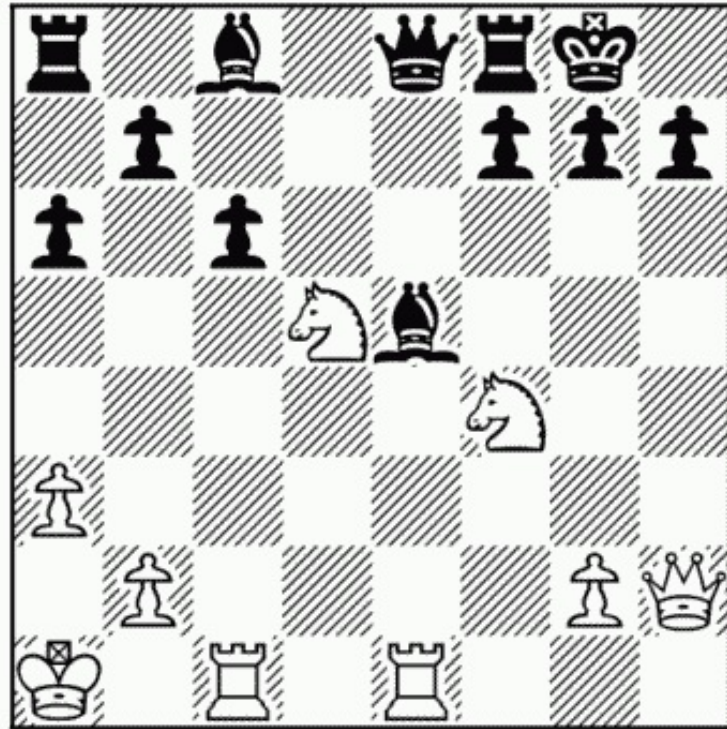








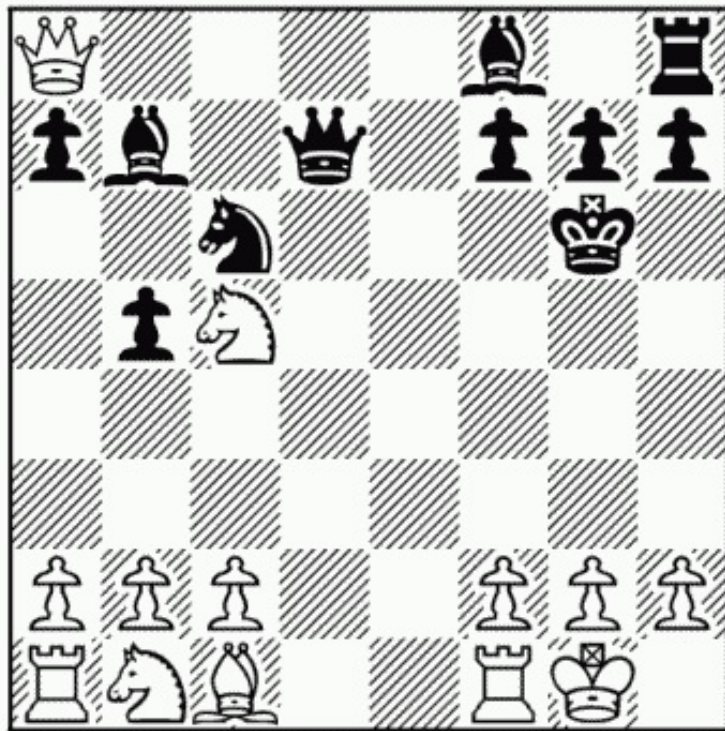


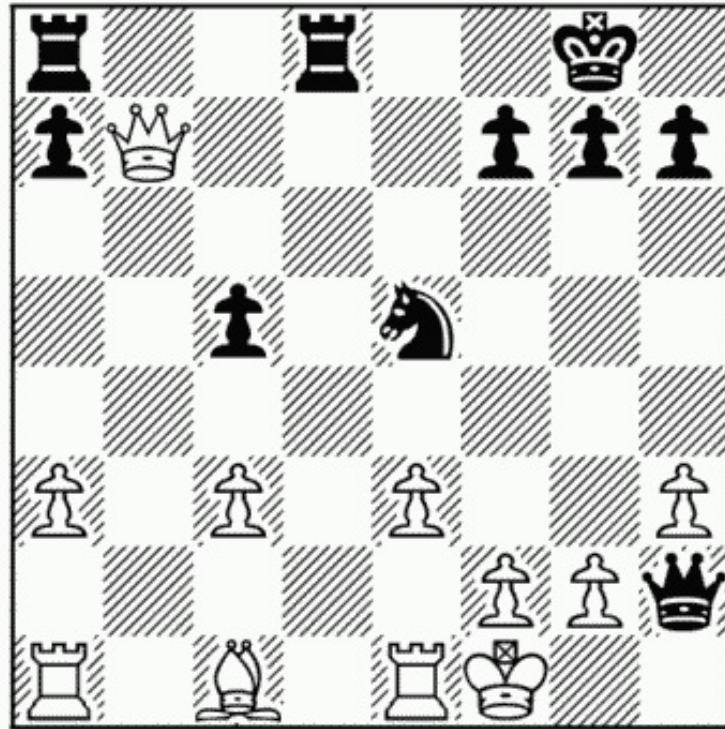


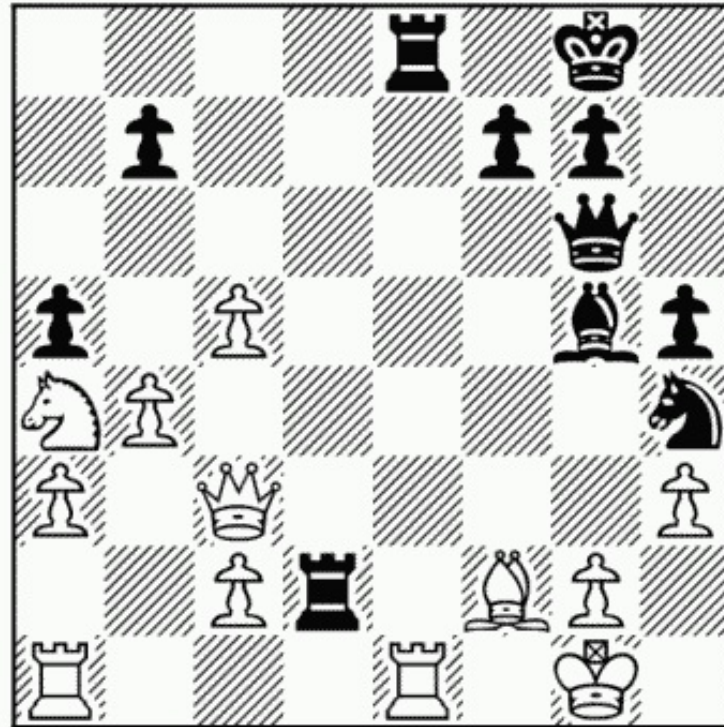


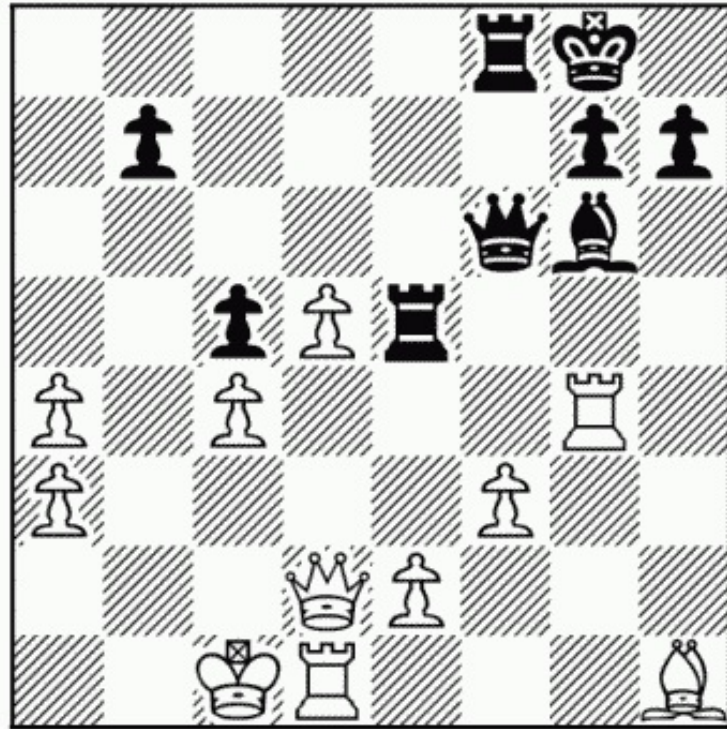
*Black Moves First*

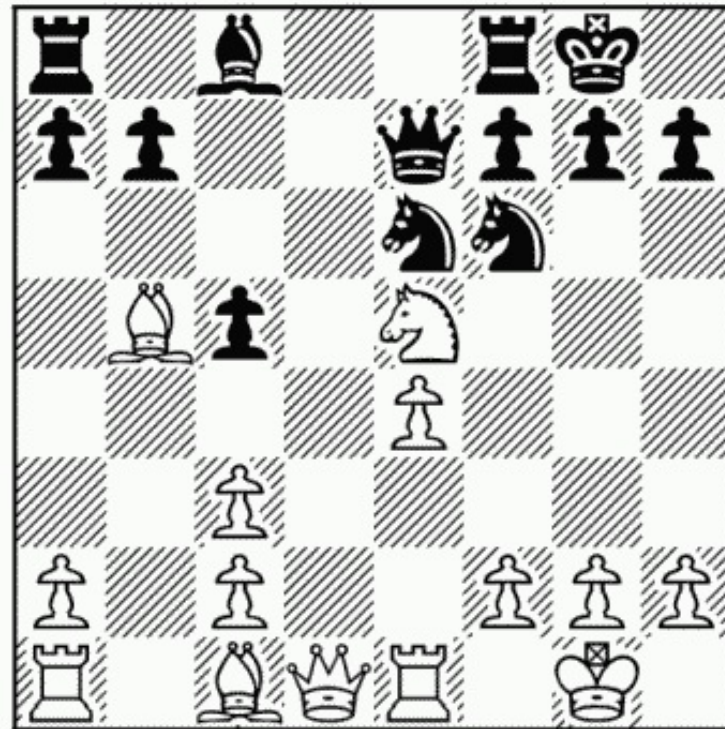
[331](#)



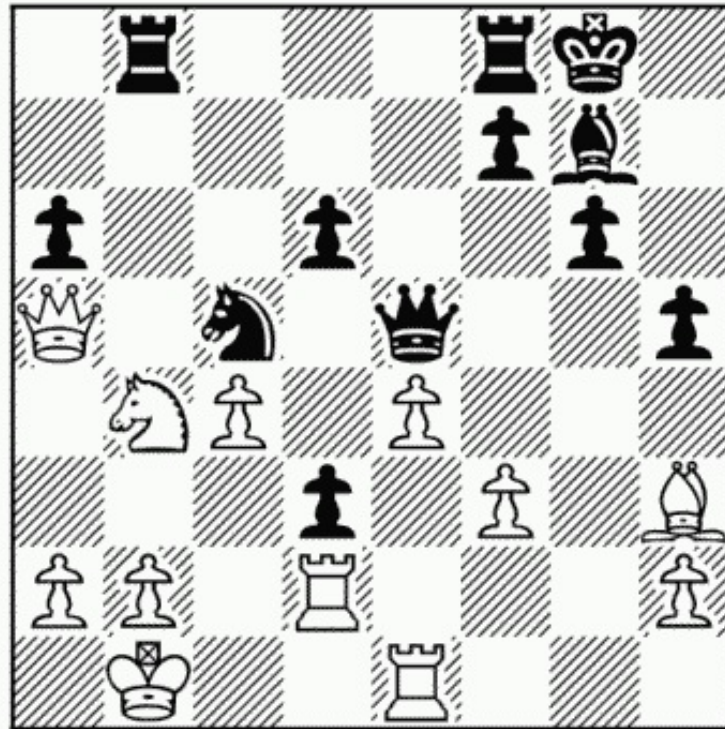




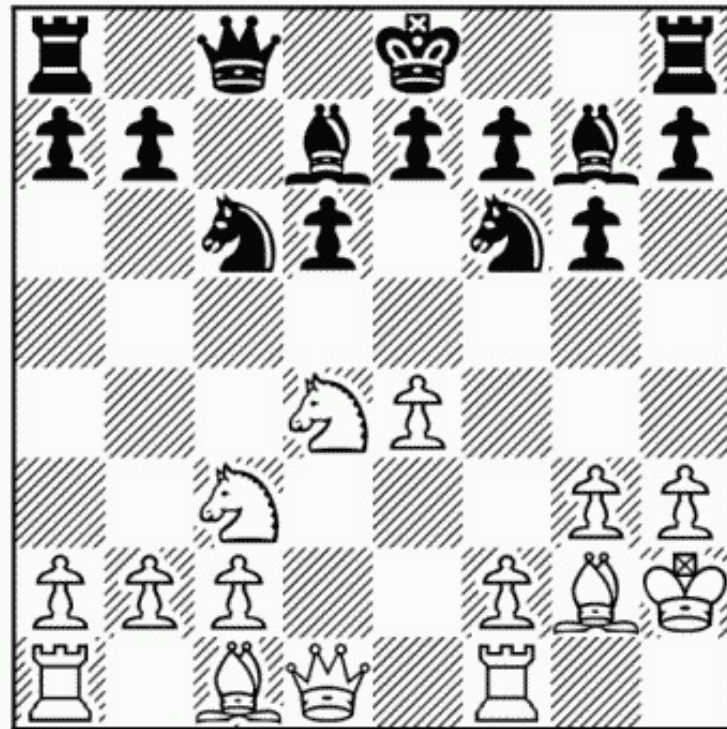


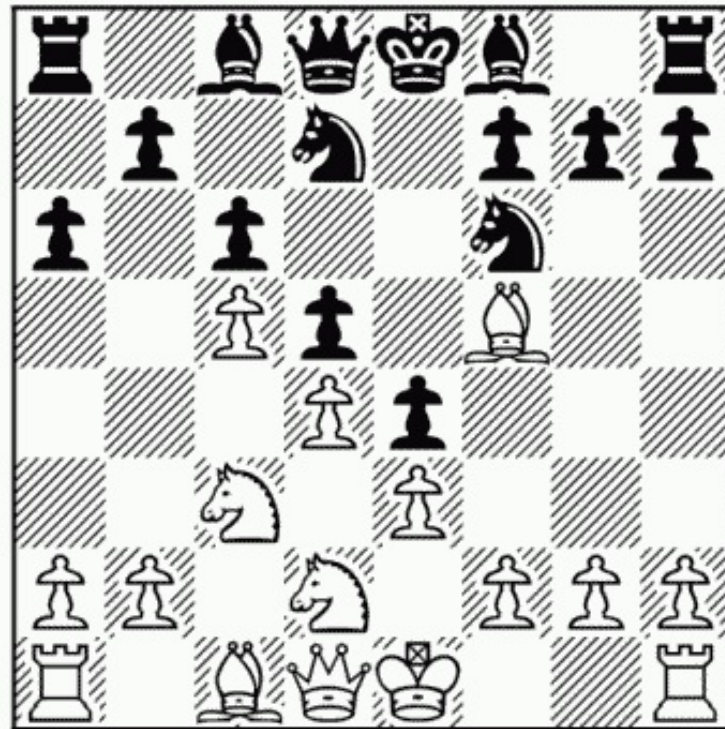


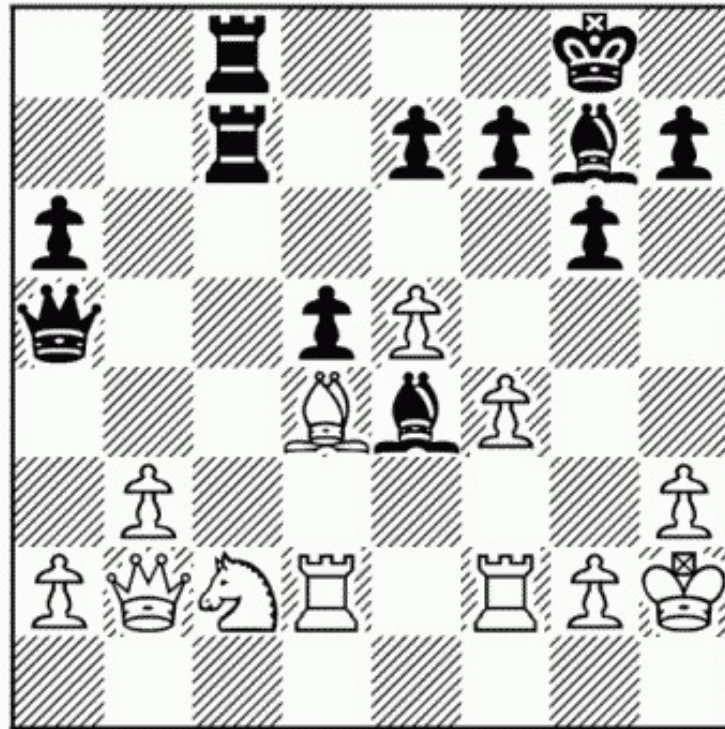


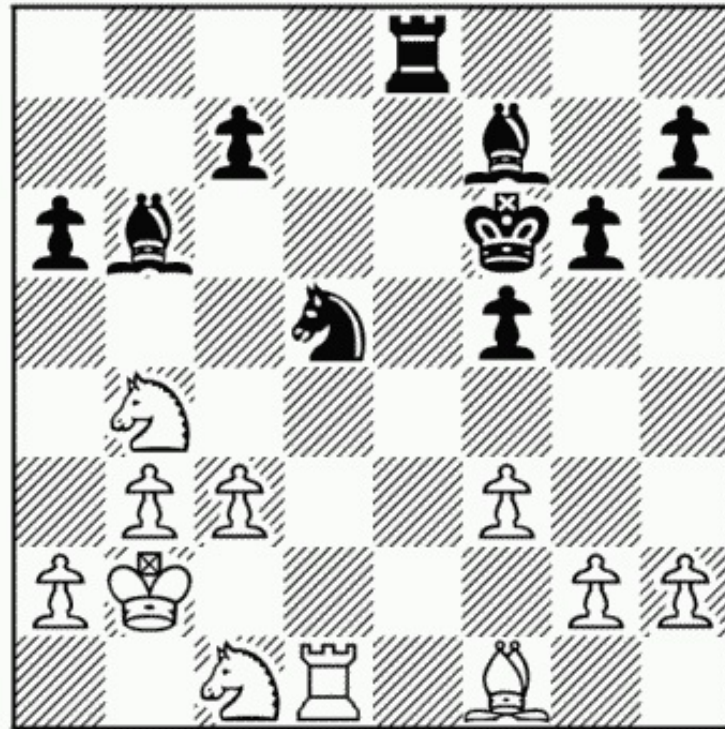




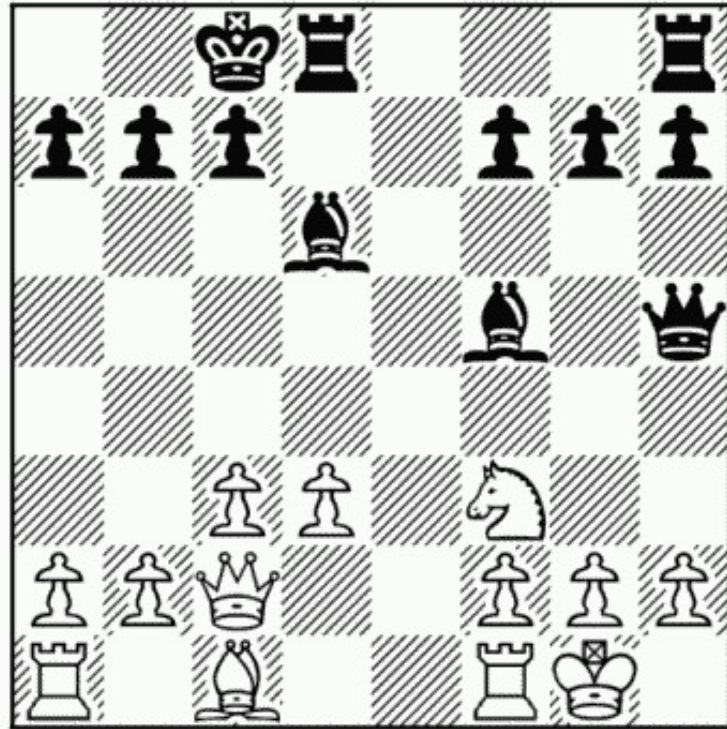




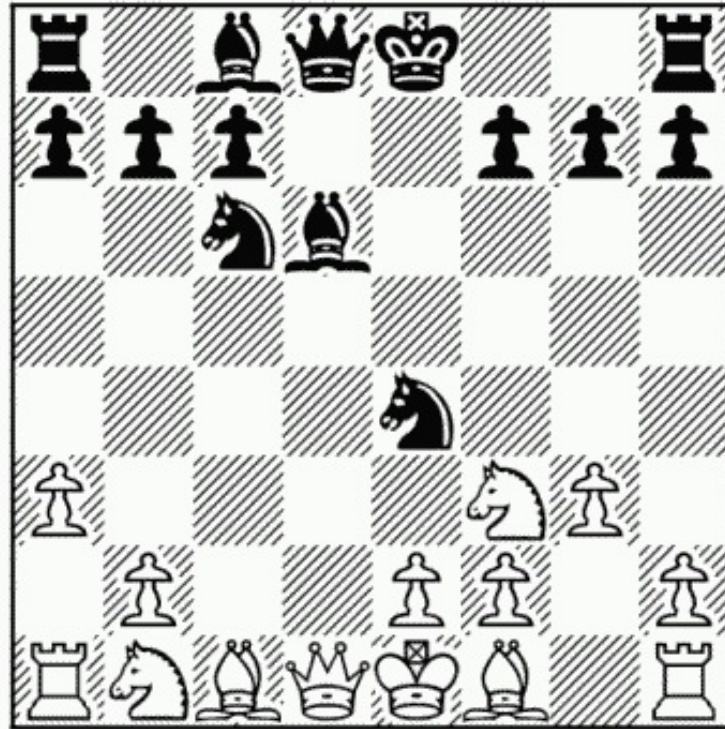




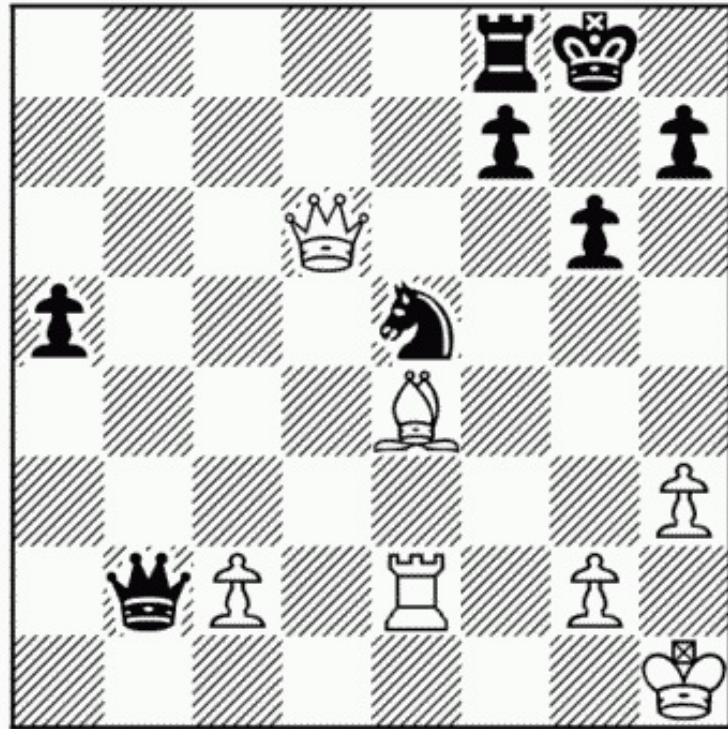
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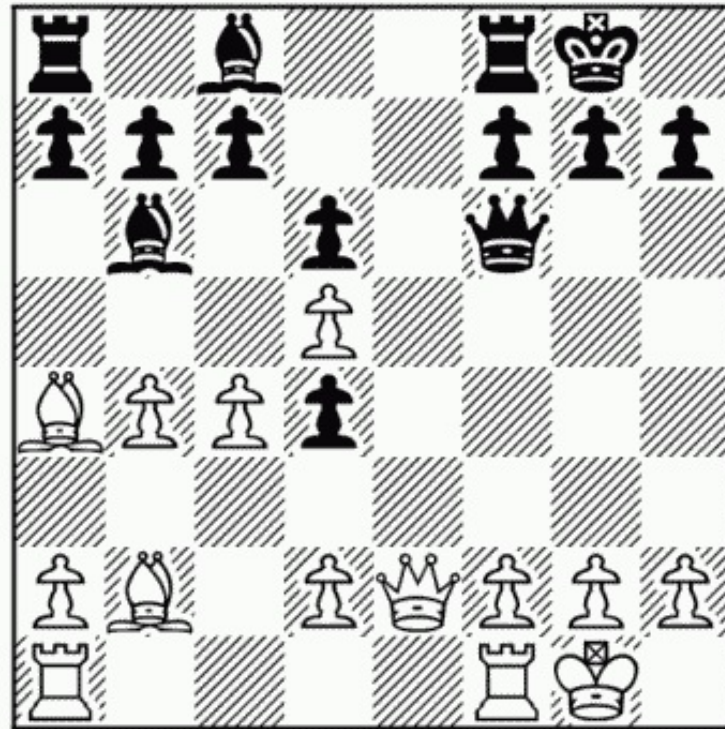




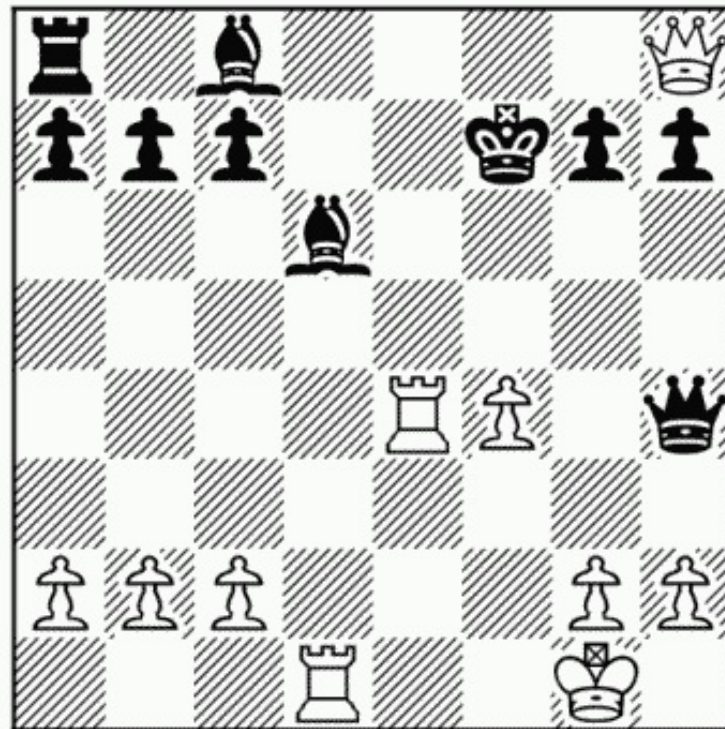




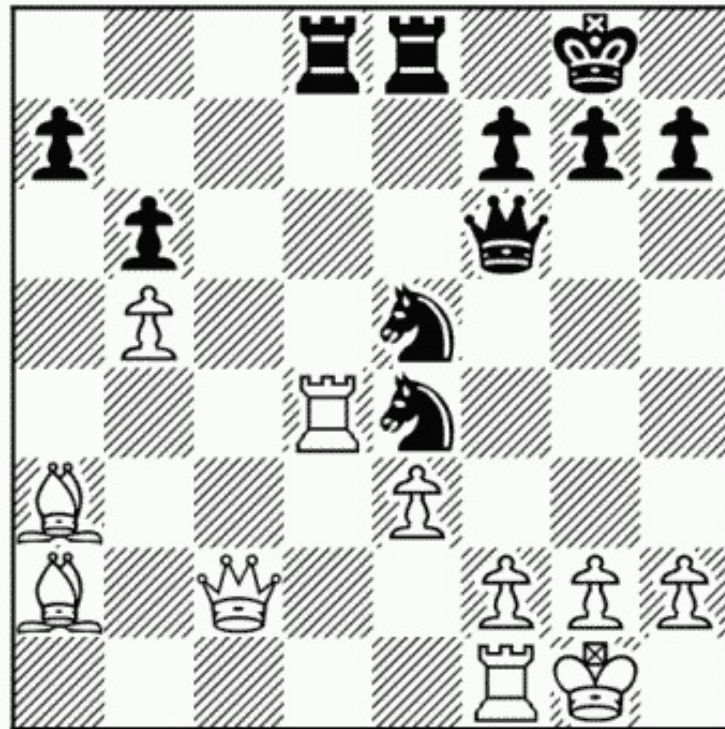
[344](#)



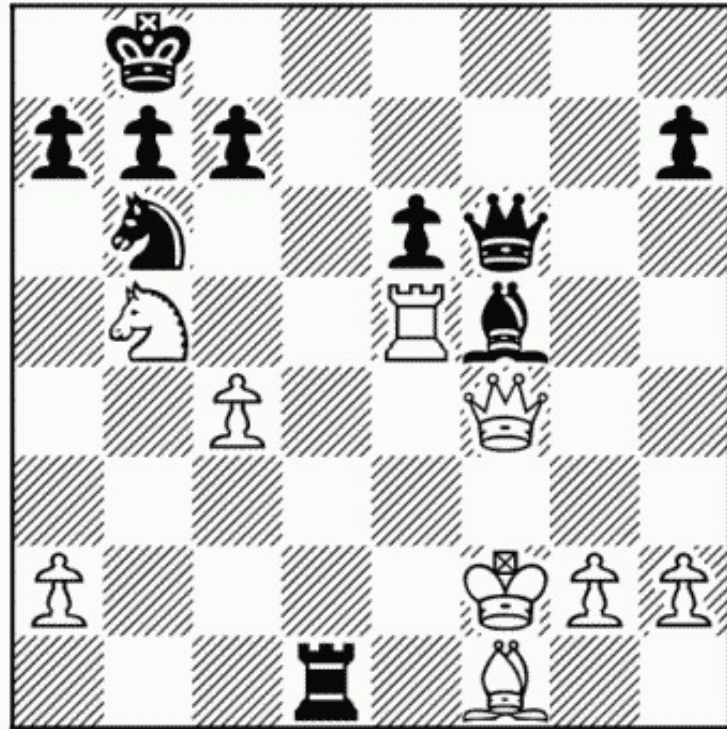
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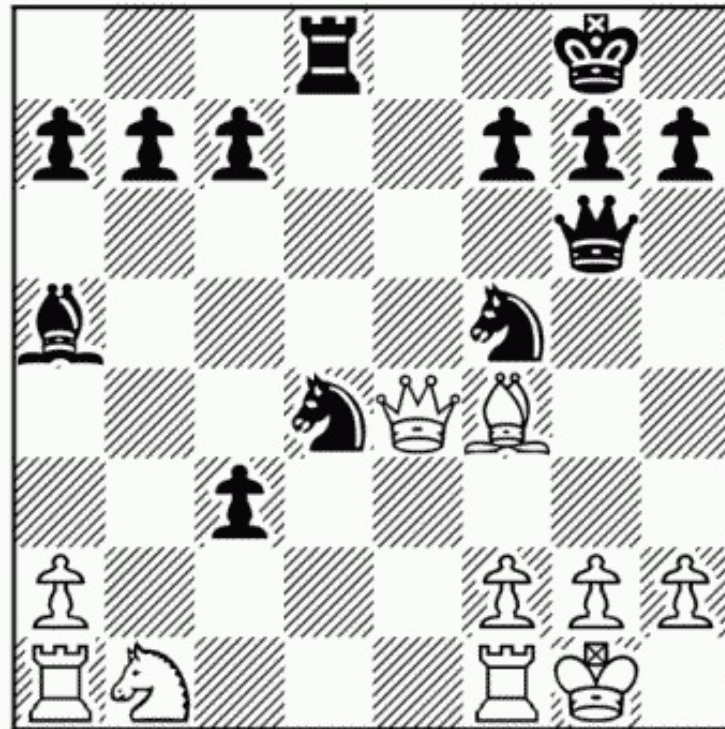
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[347](#)









## 5. Discovered Checks

Discovered check is really a kind of discovered attack, with this important difference: *the “discovering” piece moves away to allow its colleague to give check along the vacated line.*

Because of the principle of the priority of check, the hostile king must get out of check. Consequently valuable material may be lost. For example:

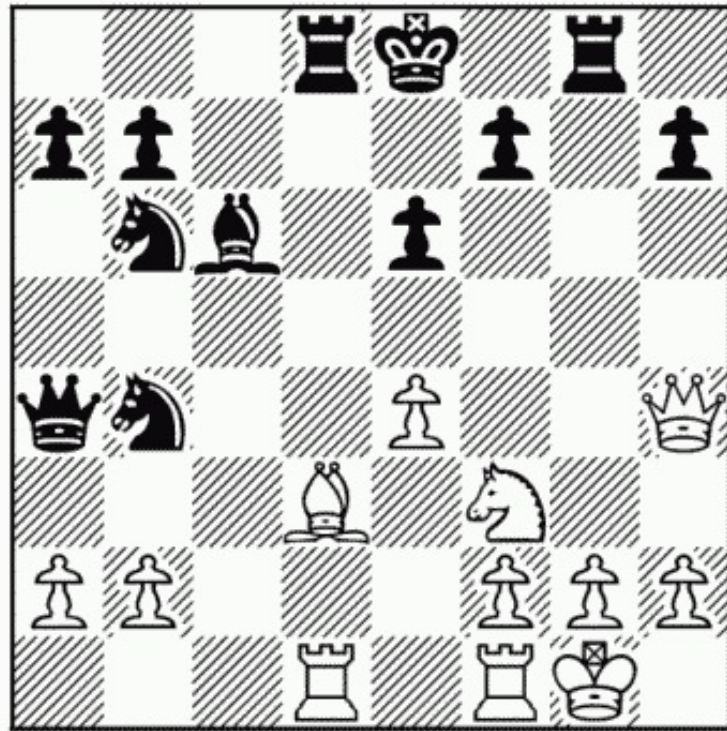
In [Diagram 366](#) White moves his knight from e4 to give a discovered check with his rook which is at e1. The knight has several possible ways of giving discovered check, but the right move will win Black’s queen.

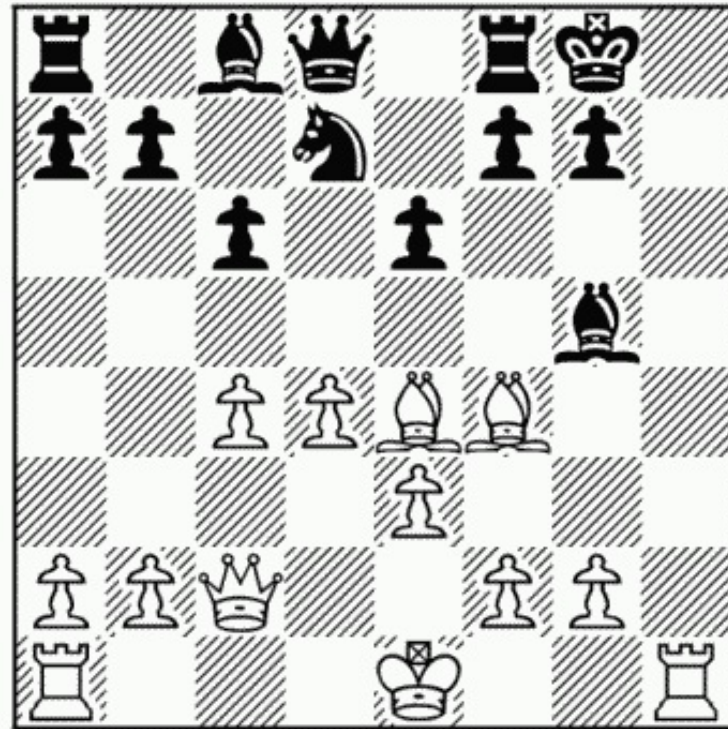
In [Diagram 357](#) White’s first move is so strong that his rook—the “discovering” piece—cannot be prevented from winning Black’s queen.

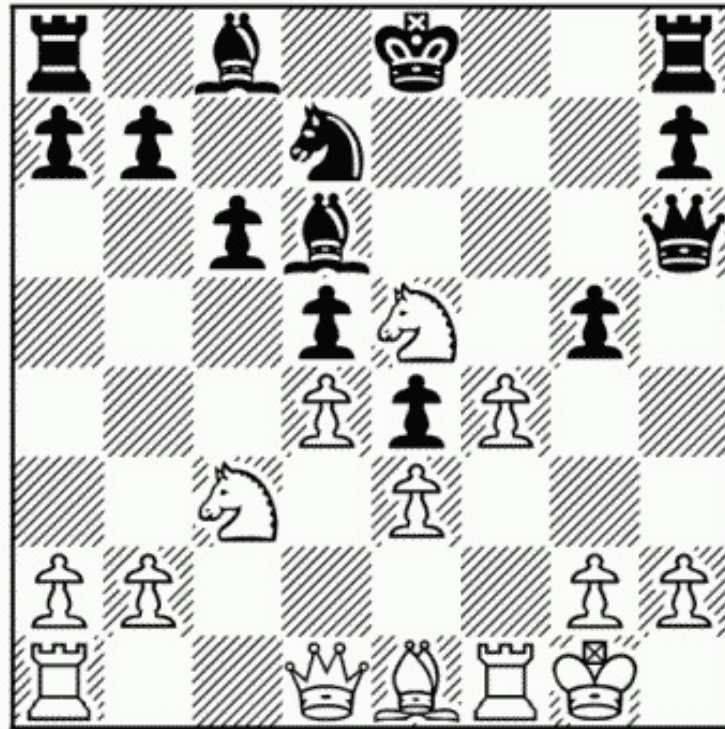
Because of this power of the “discovering” piece, it is often possible to make surprising preliminary sacrifices, relying on the power of the coming discovered check to win back much more than the sacrificed material. [Diagram 349](#) illustrates this point very effectively.

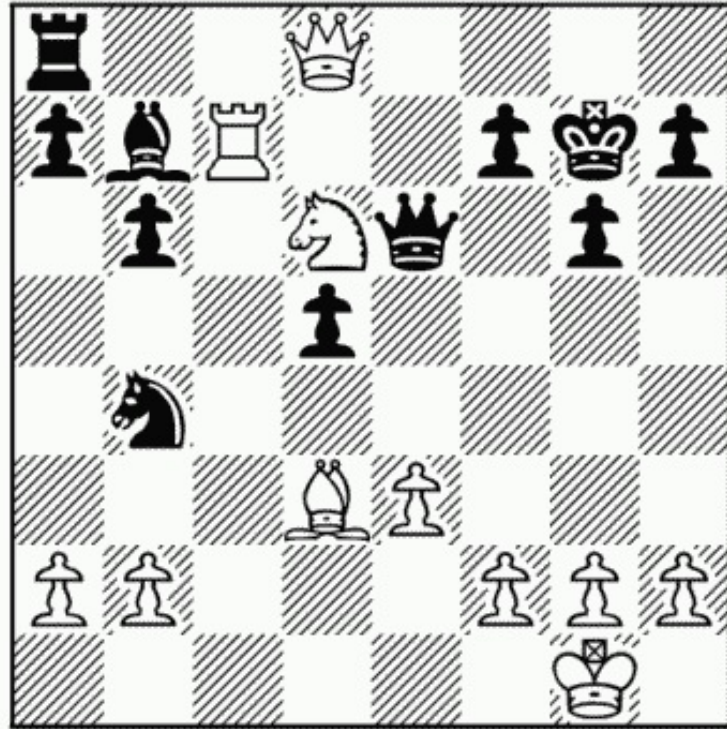
*White Moves First*

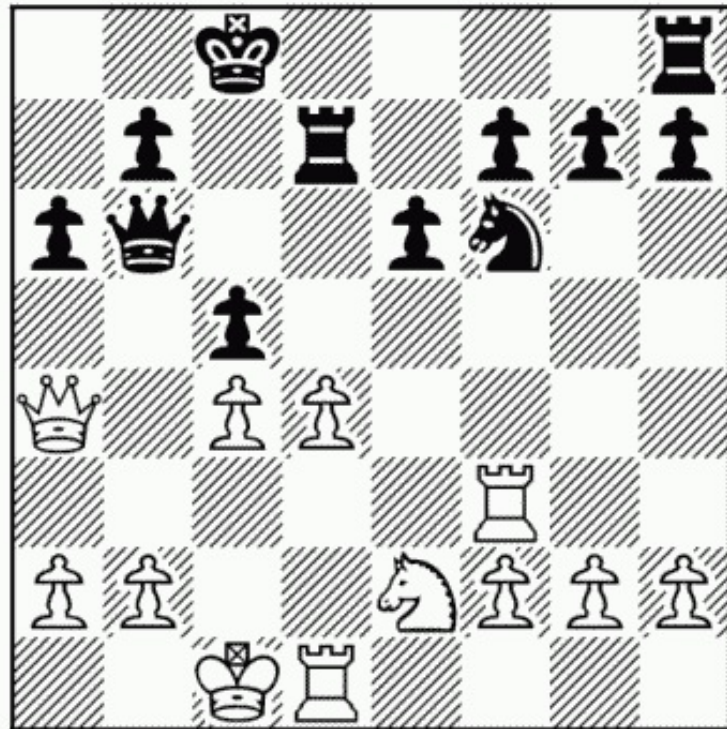
[349](#)



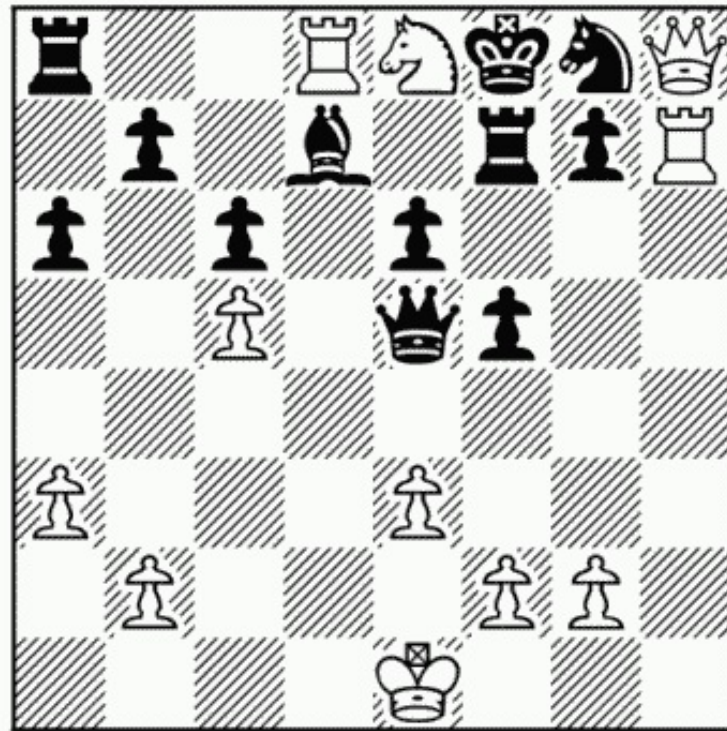


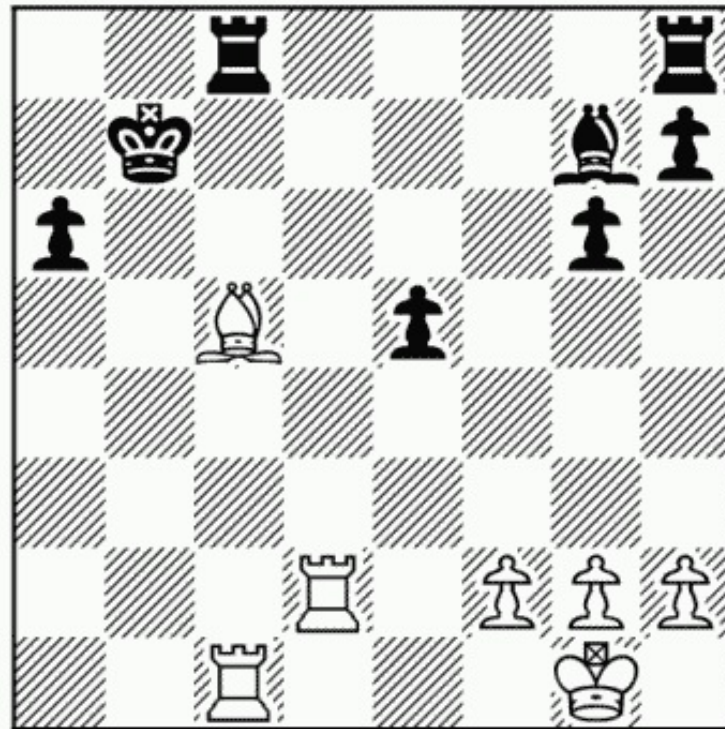


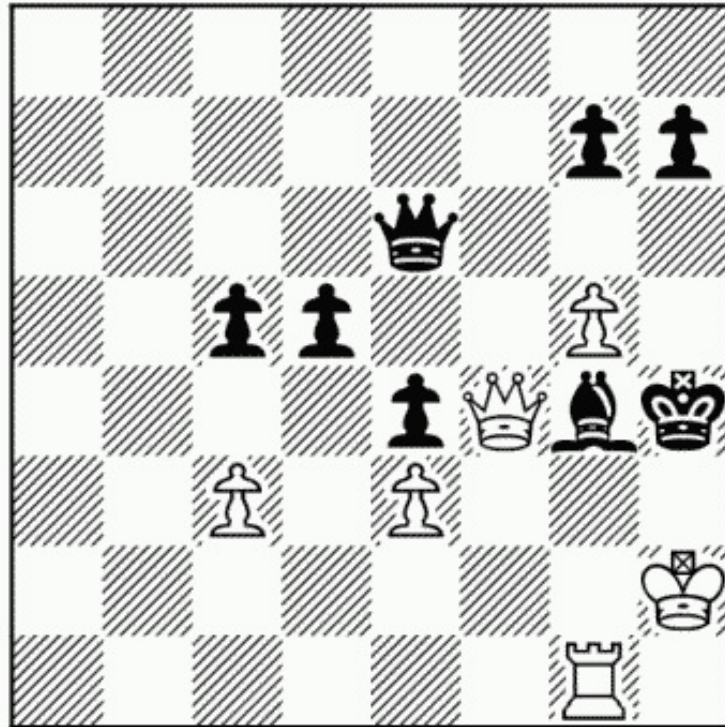




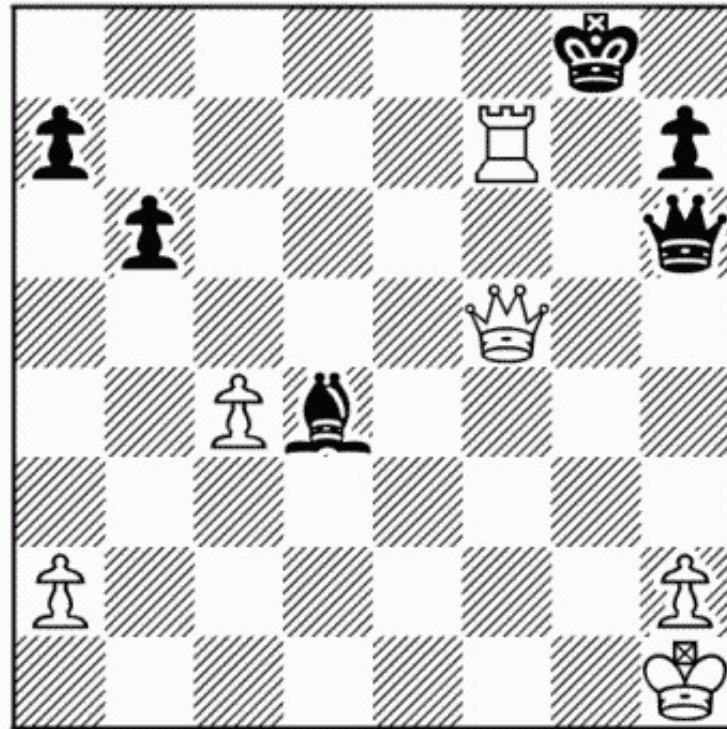


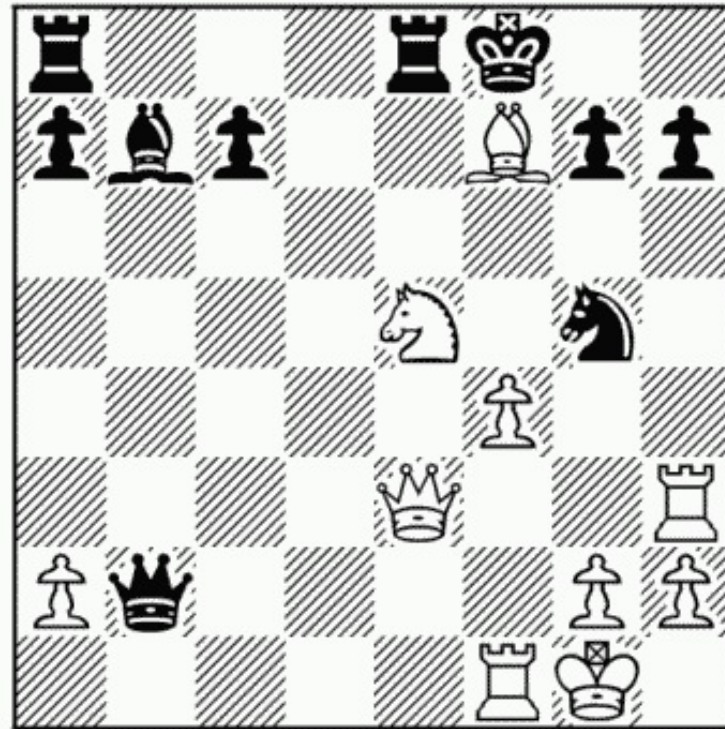


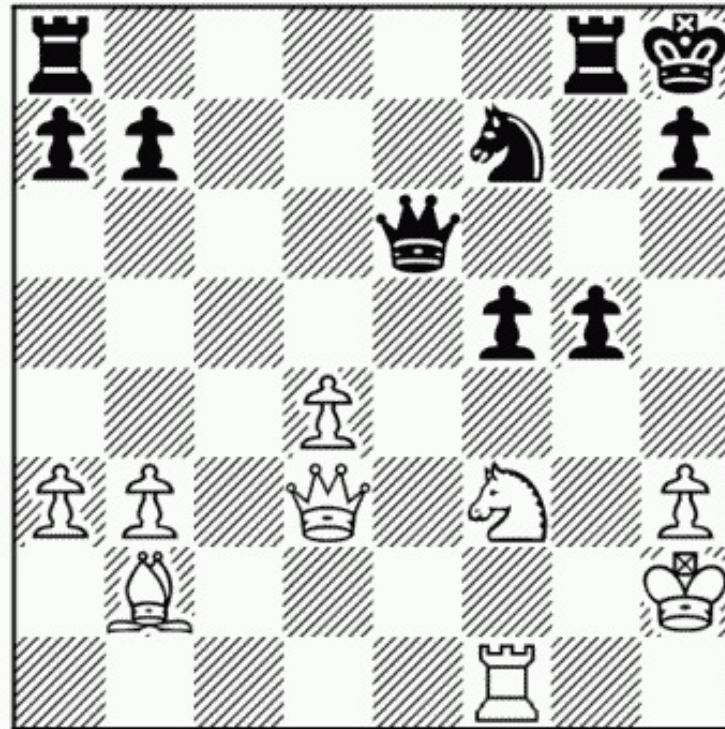




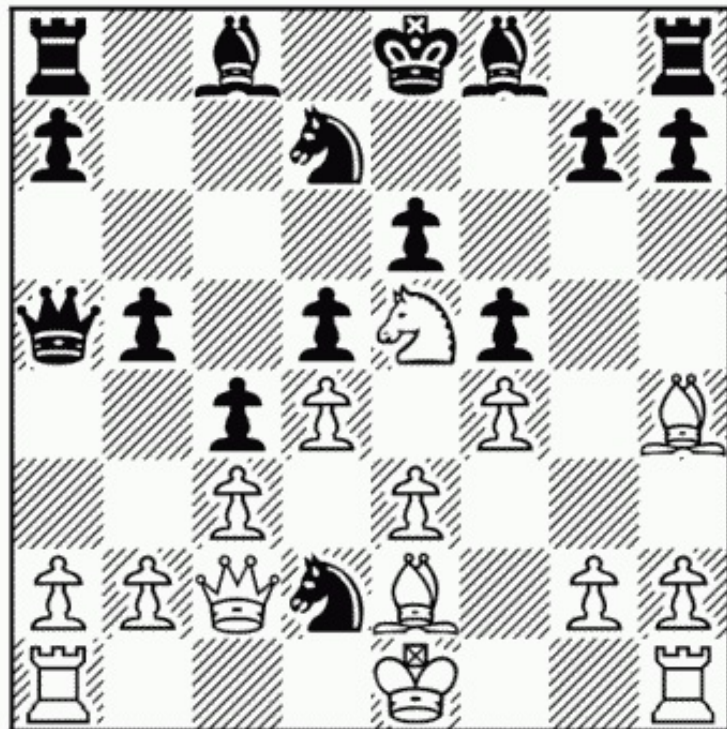
[357](#)

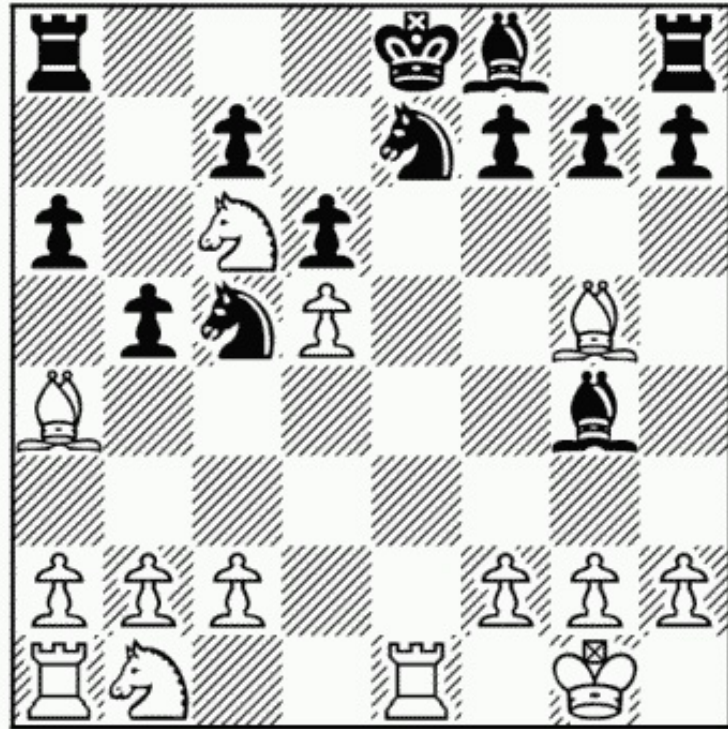


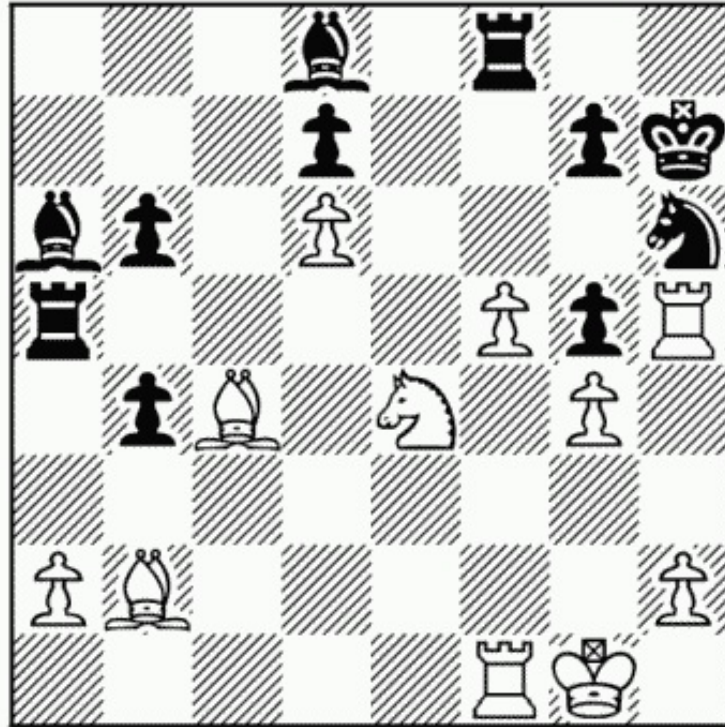




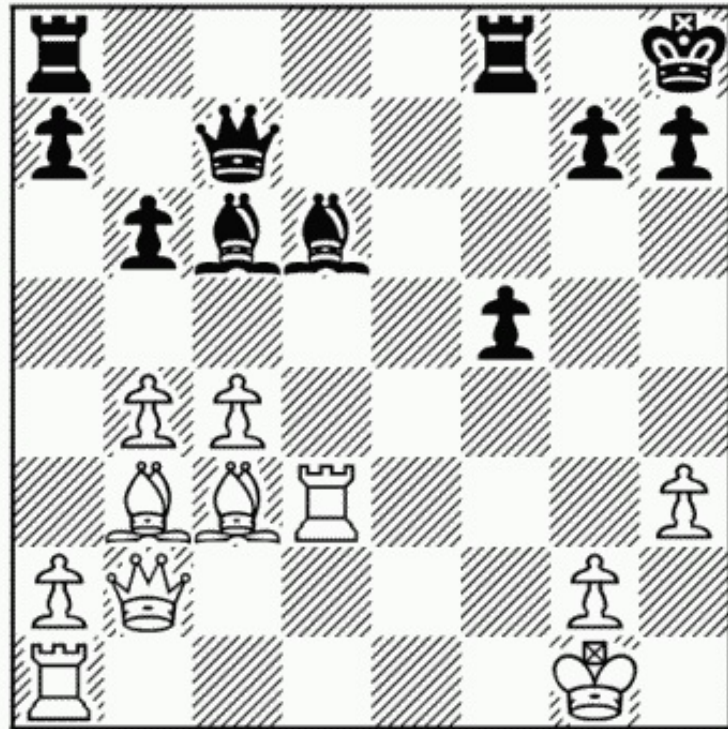




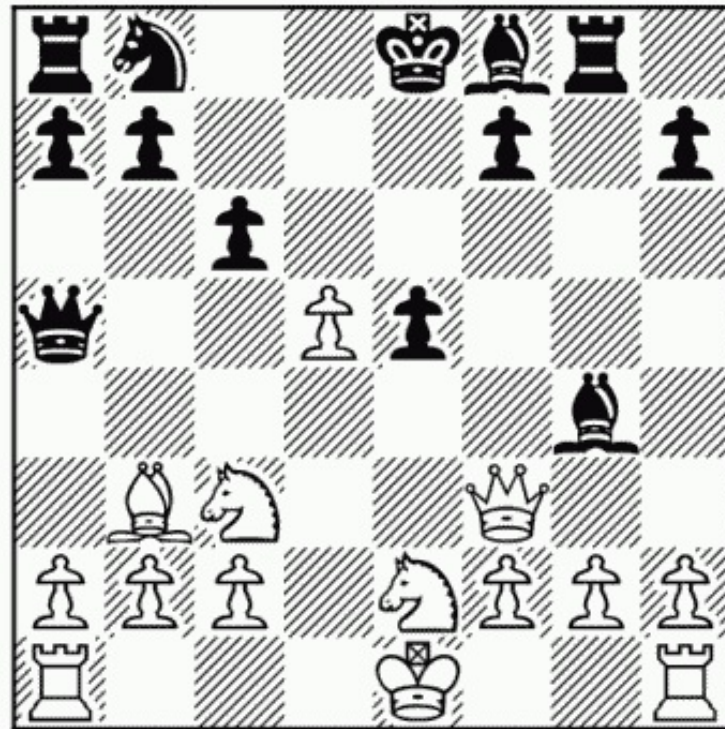




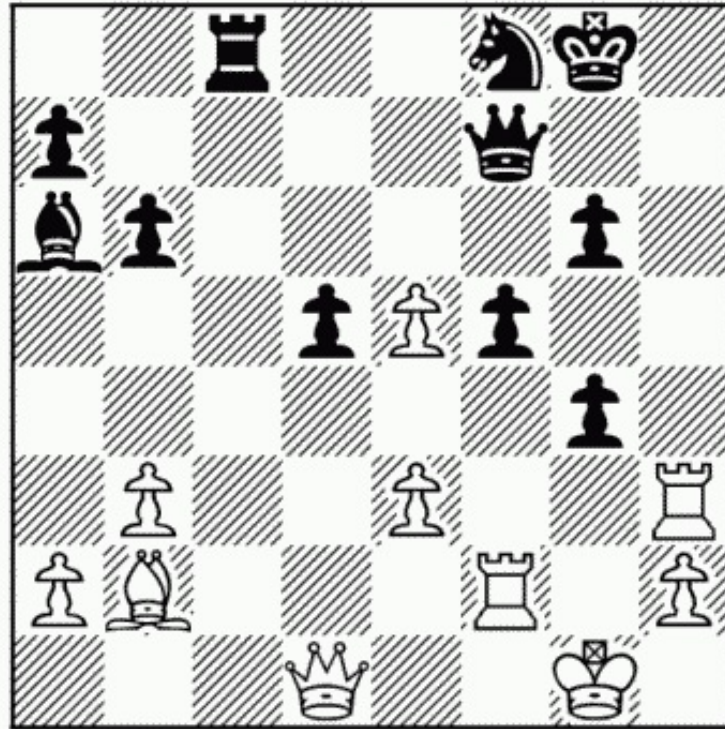
363



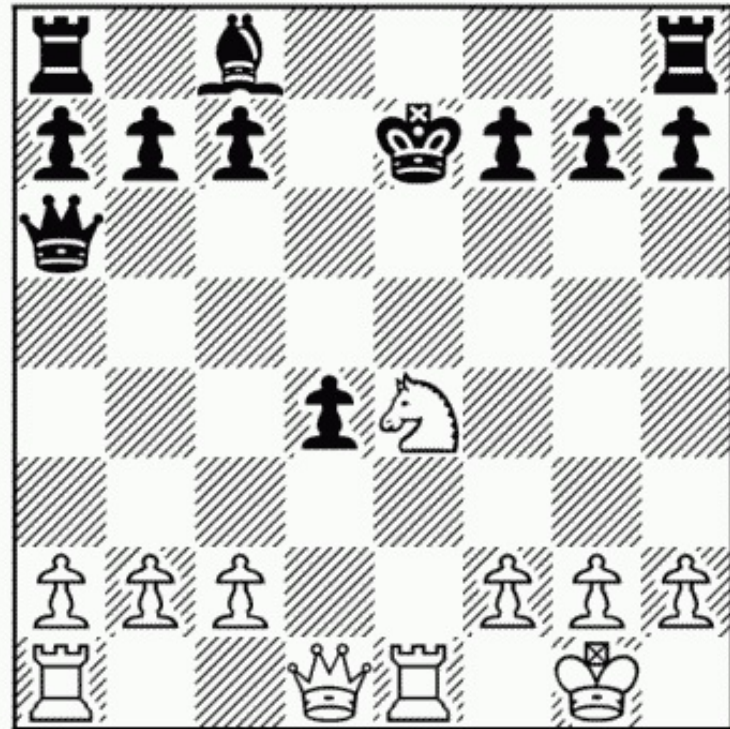
364

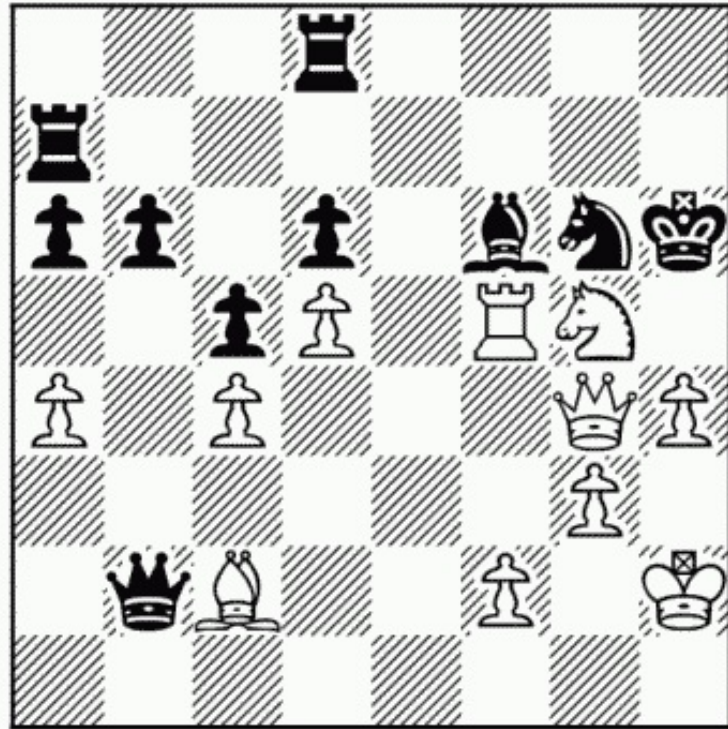


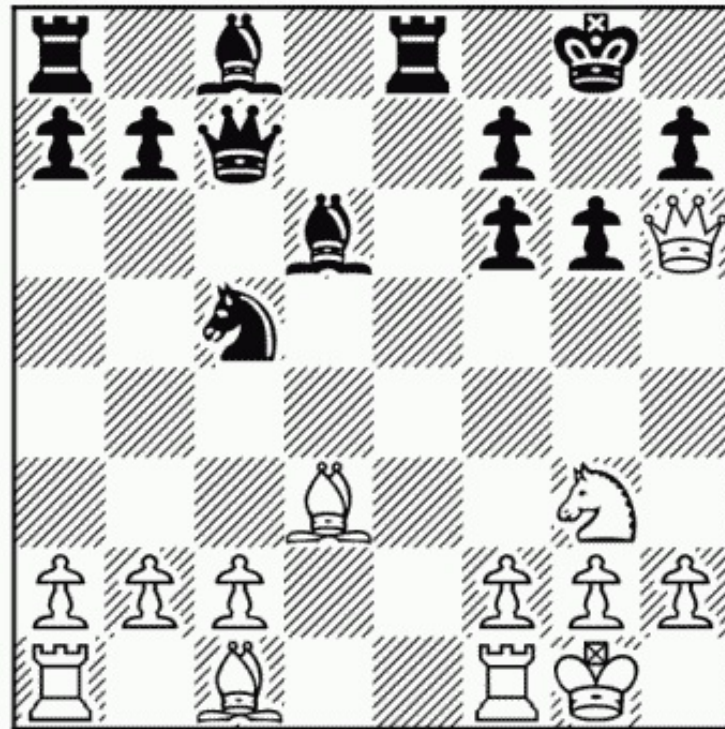


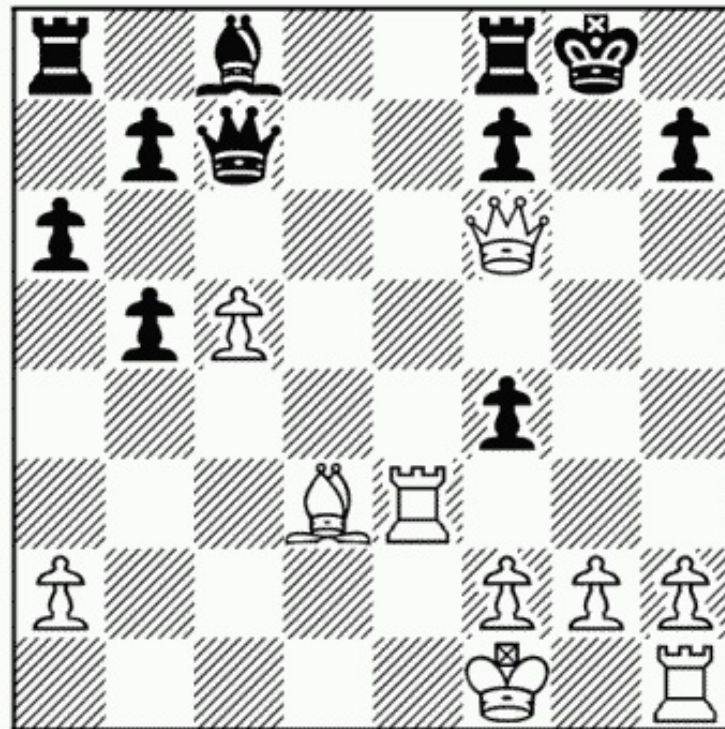




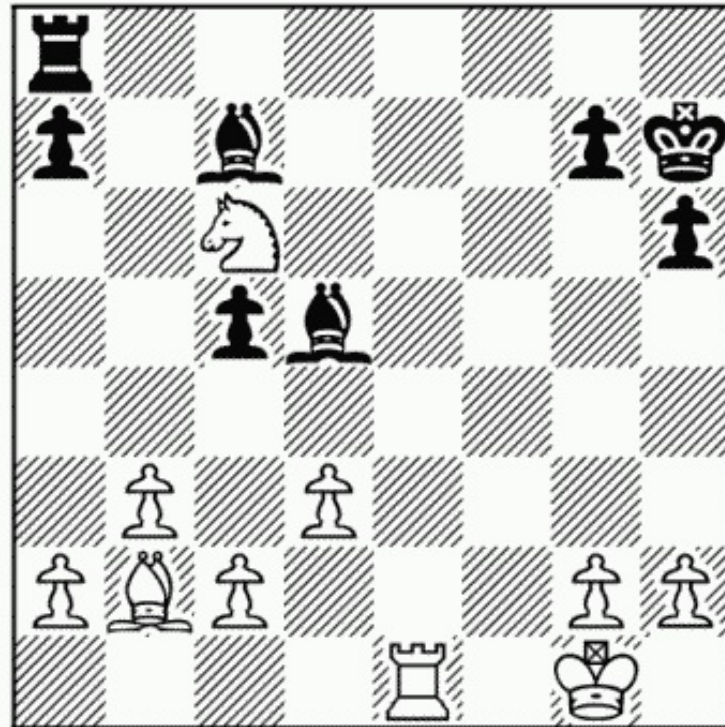




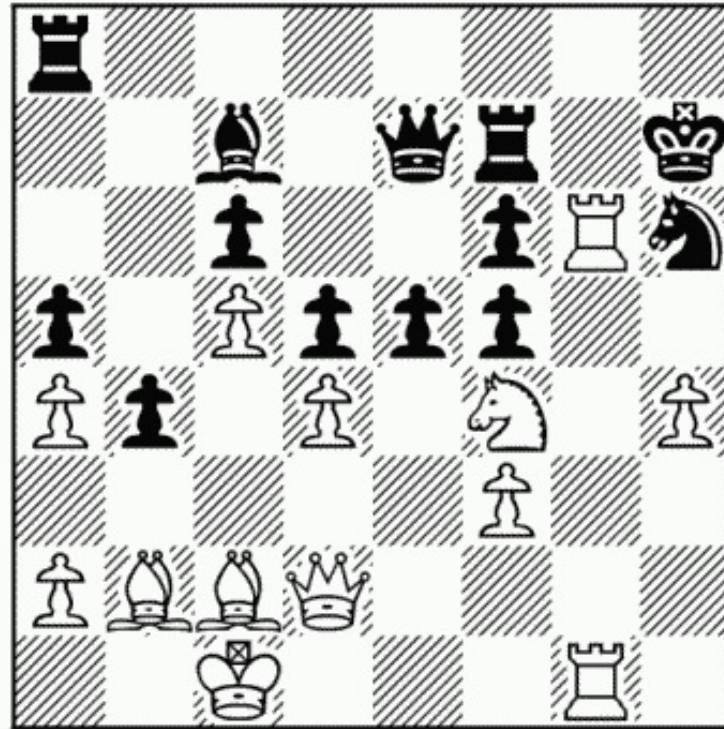




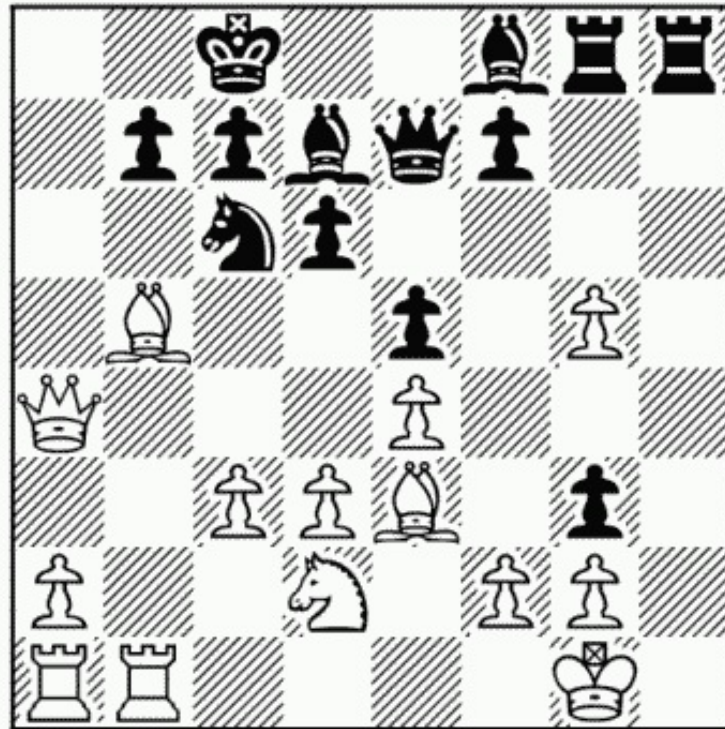
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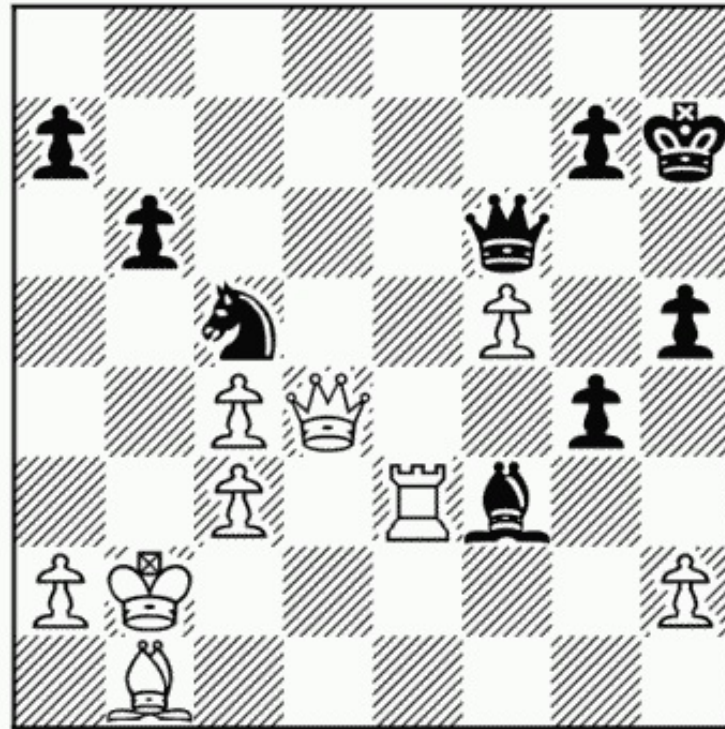




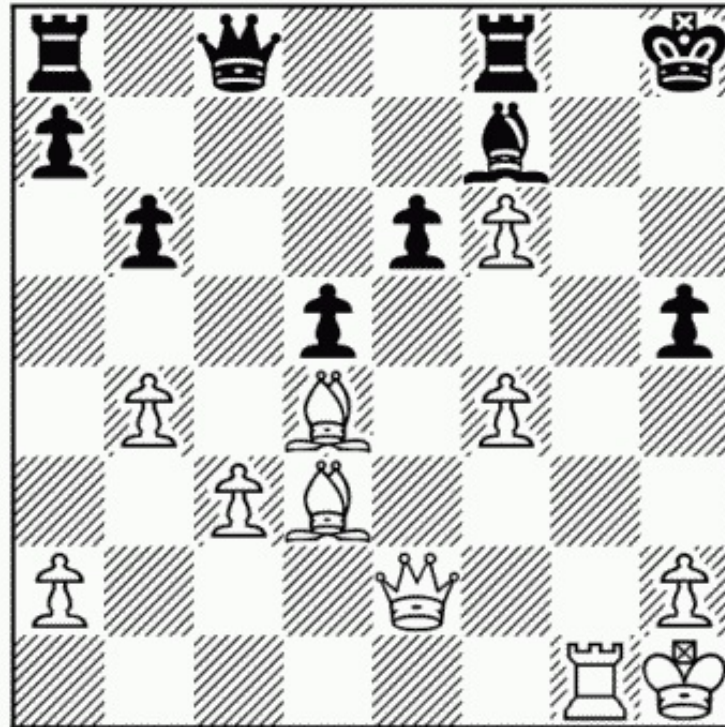




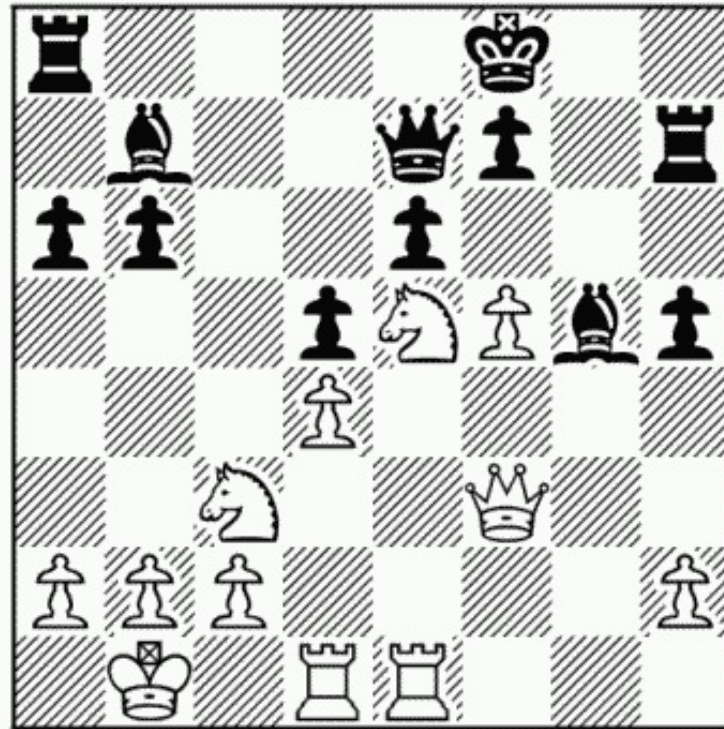


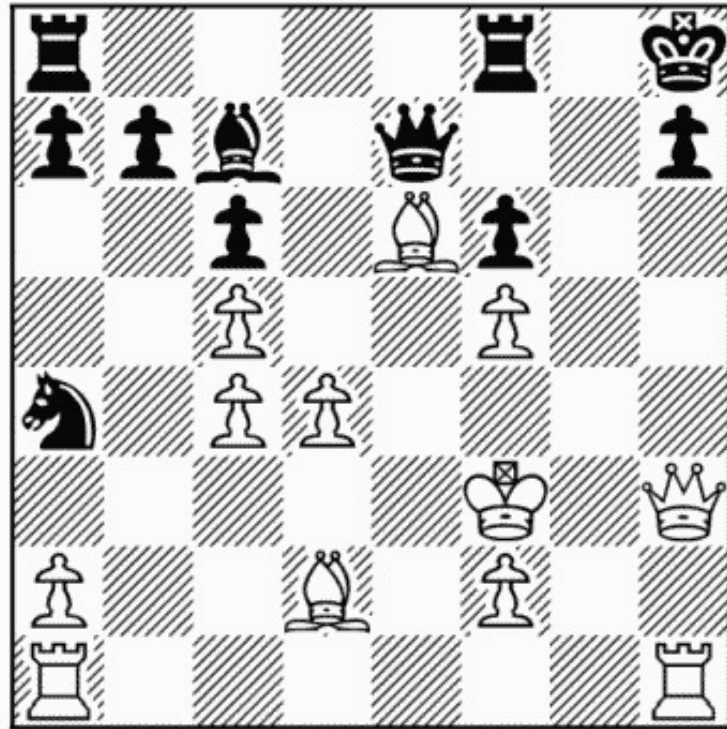


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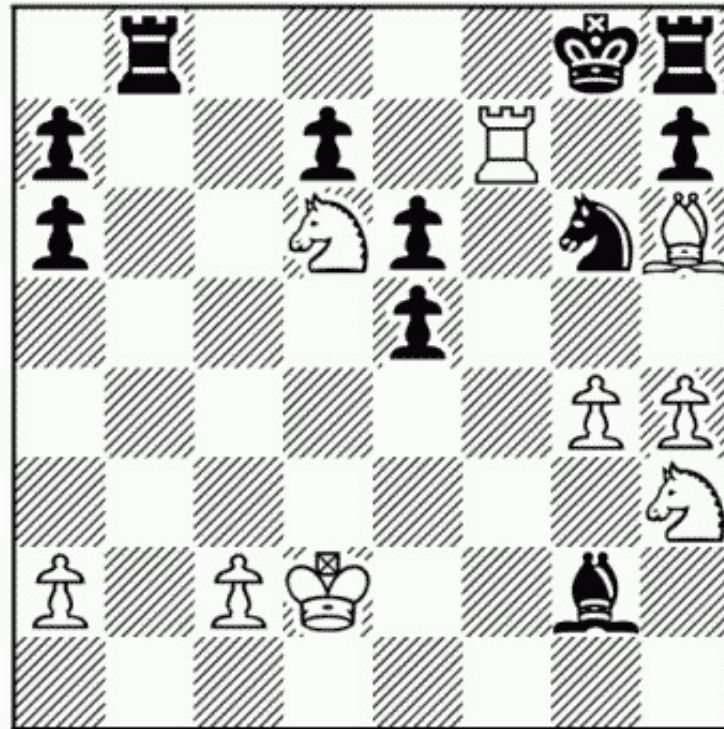


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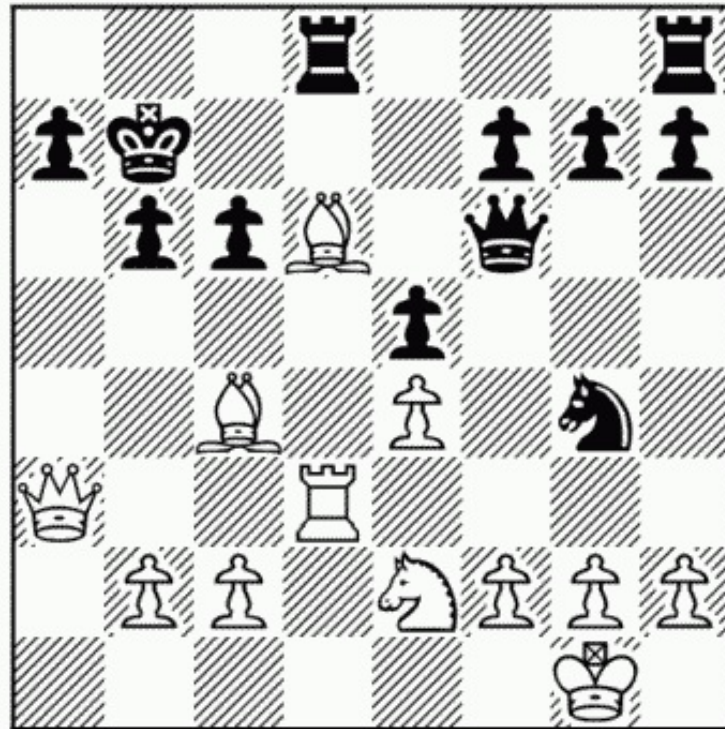


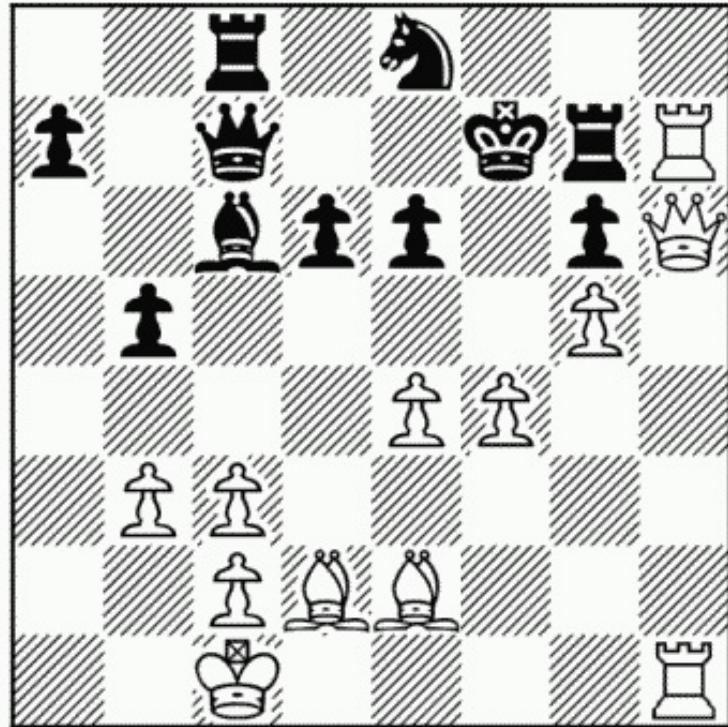


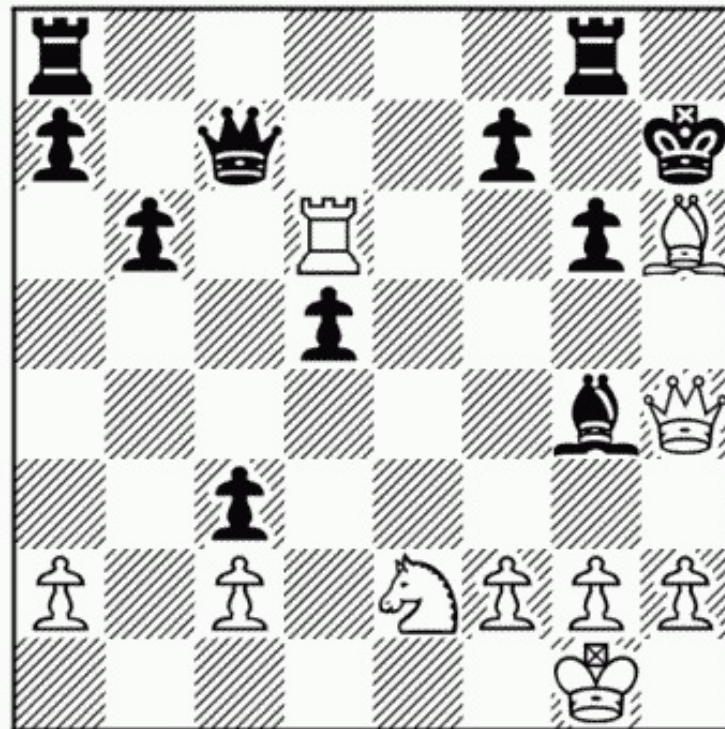


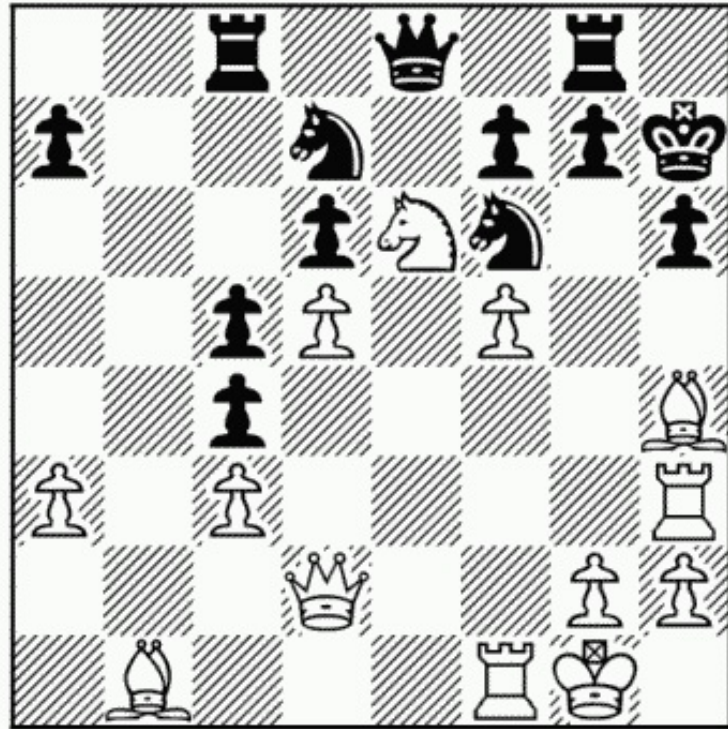


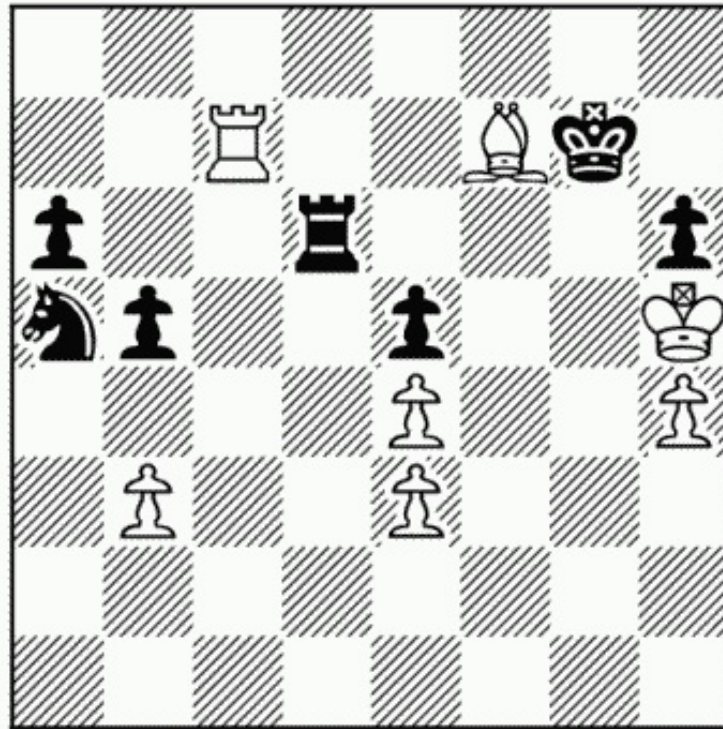




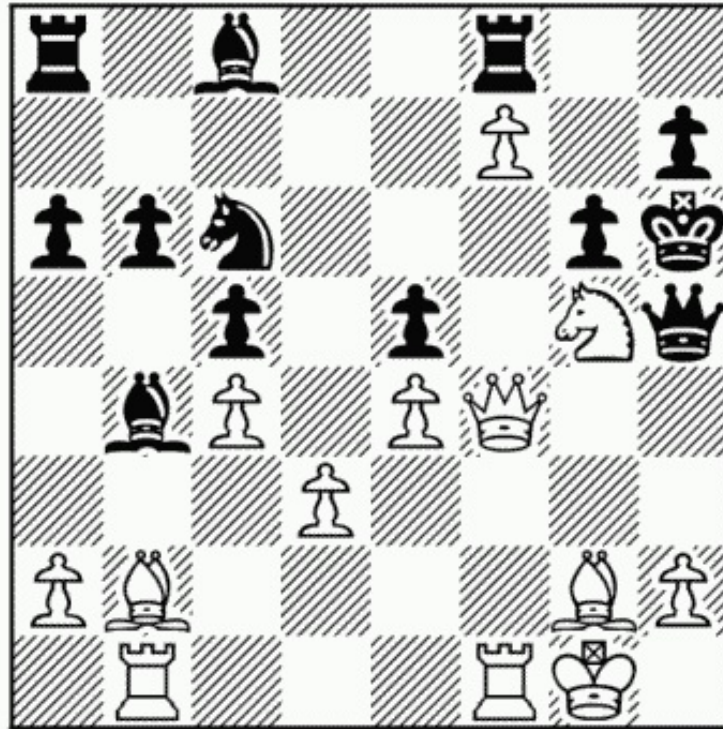




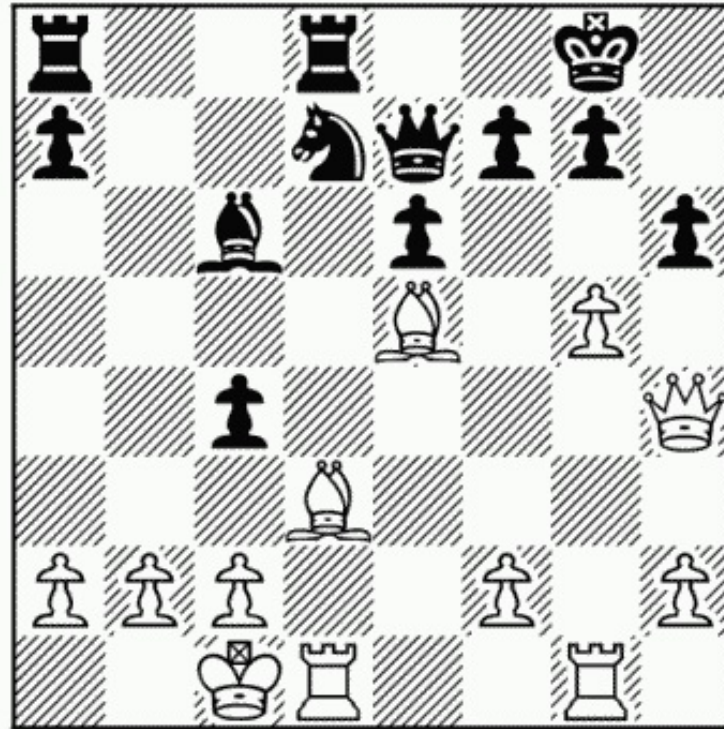






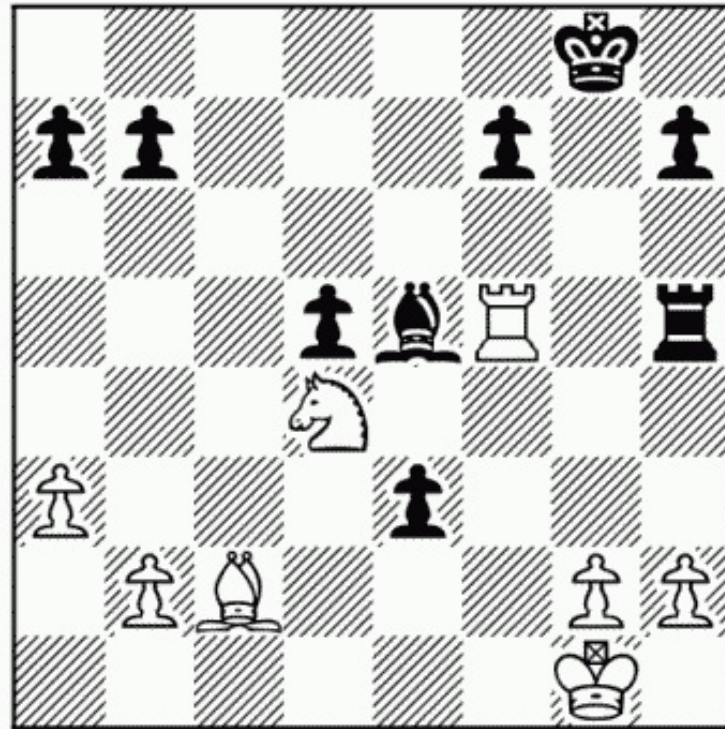


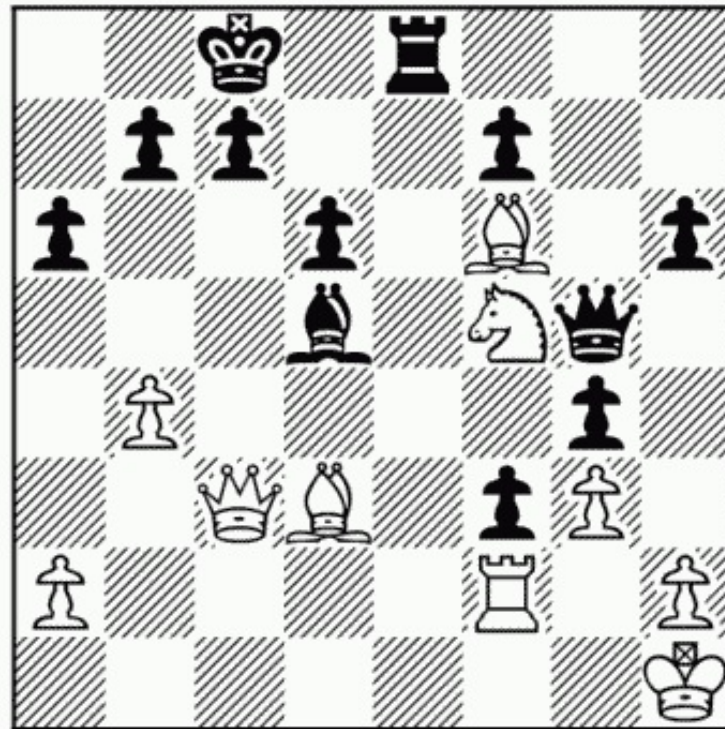




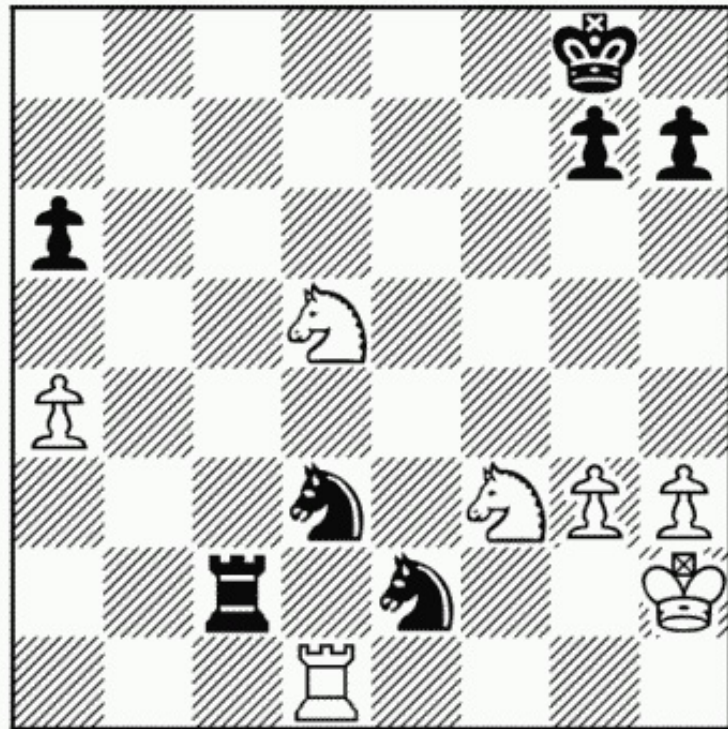
*Black Moves First*

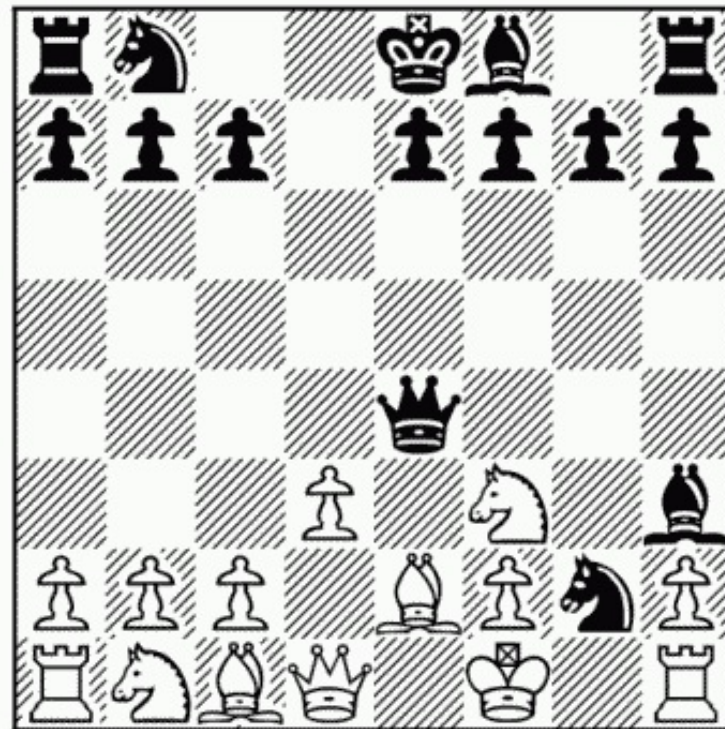
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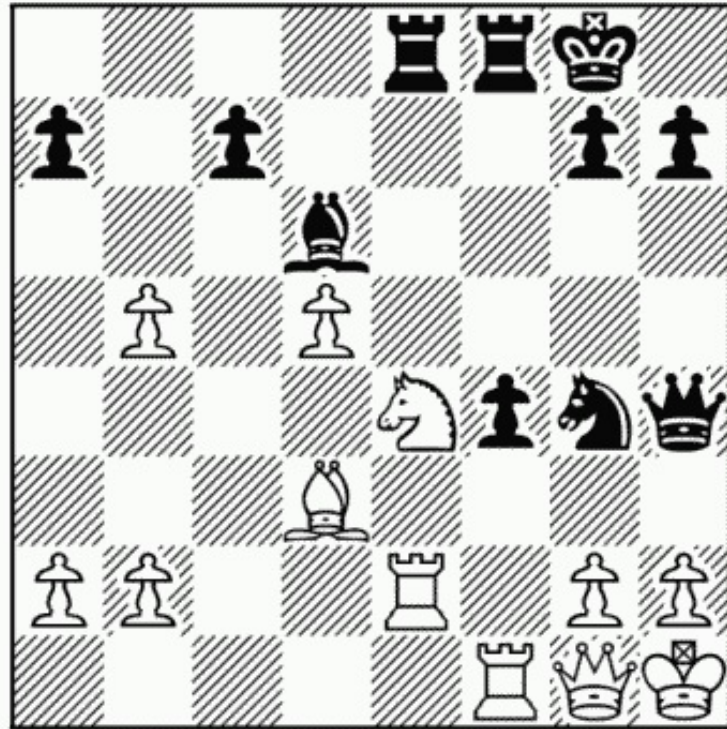


[387](#)

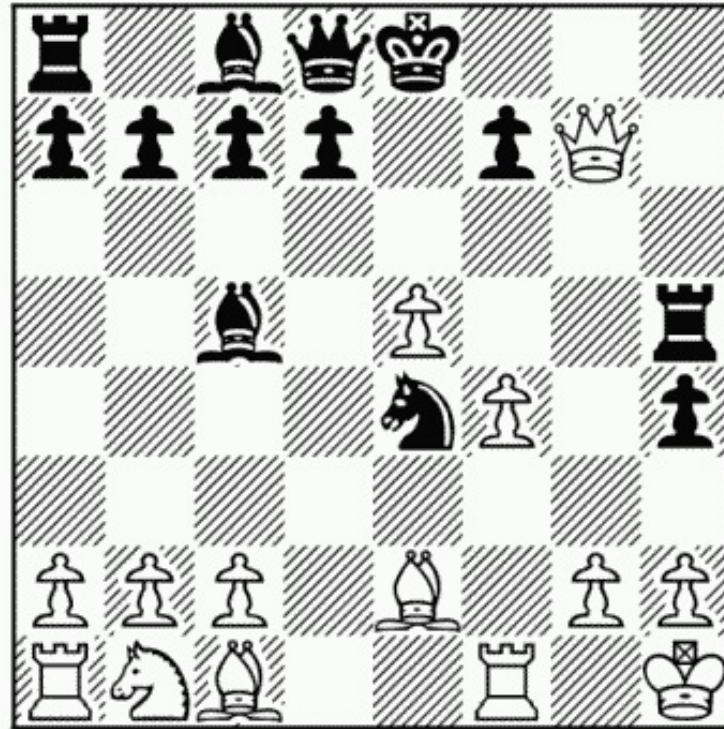


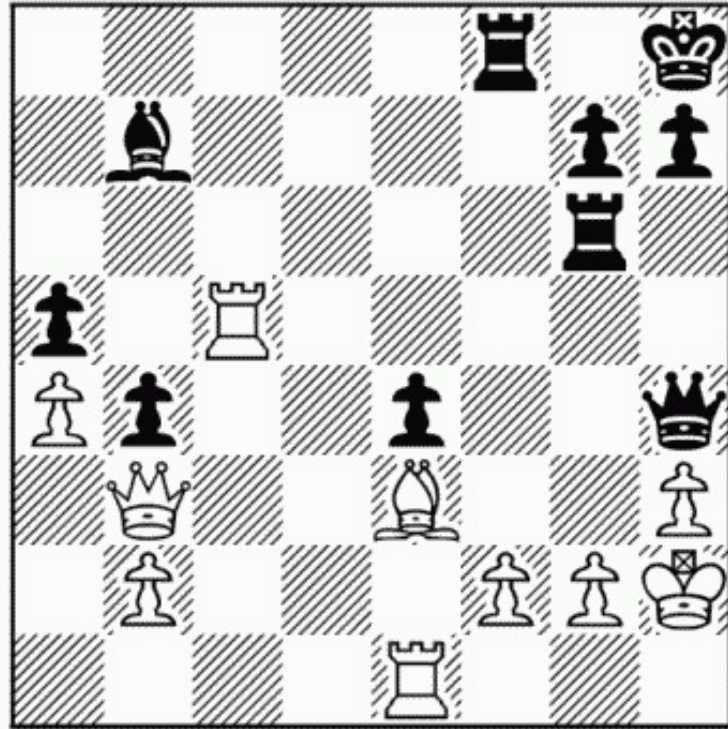


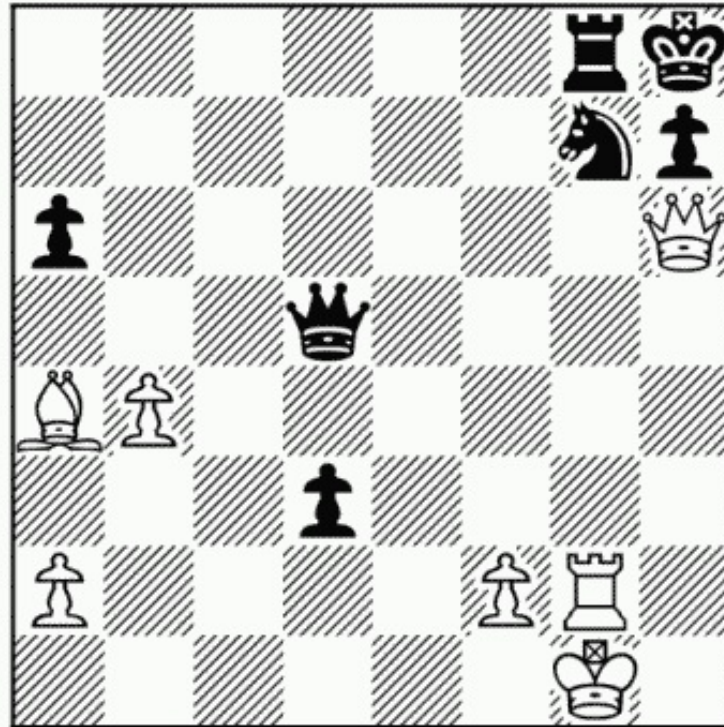


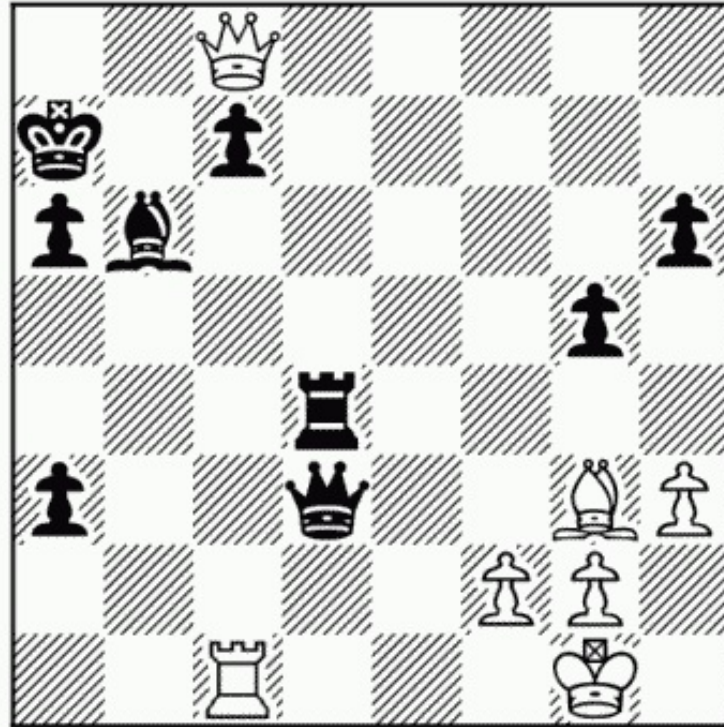


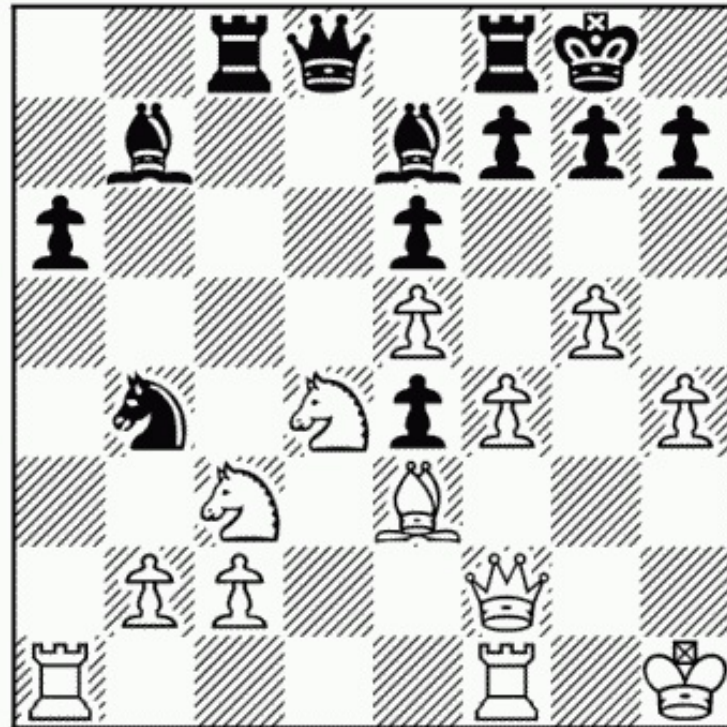




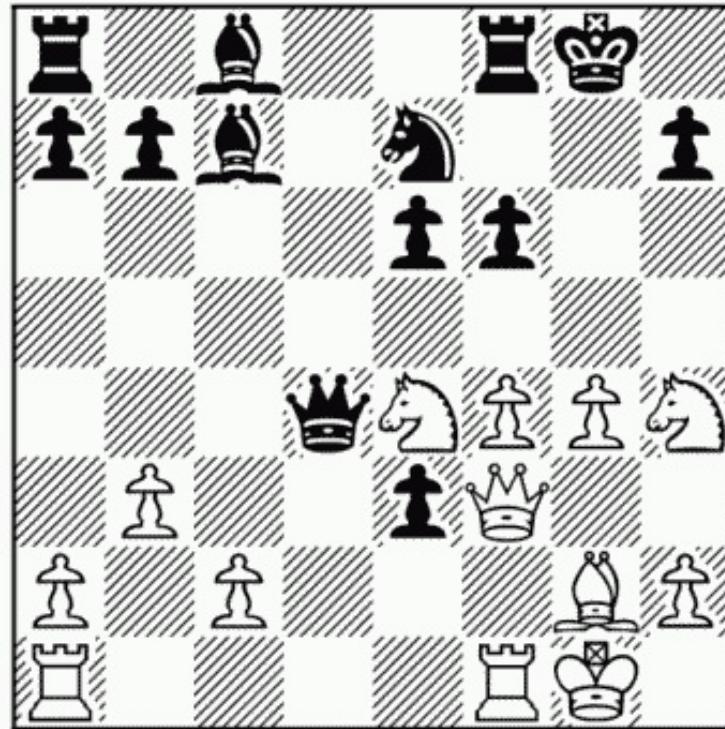




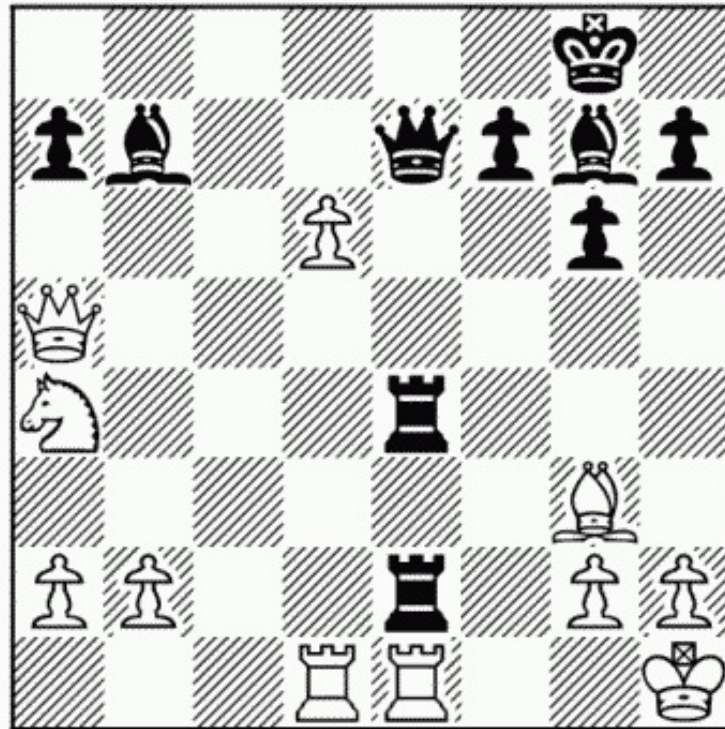












## 6. Double Checks

Of all the different kinds of discovered check, the double check is the most dangerous and the most menacing. *For here the “discovering” piece not only uncovers a check; by moving, it gives a direct check.*

This is the most drastic situation that ever confronts a king; for in the case of double check, capture or interposition is impossible. The only way to answer a double check is by moving the king.

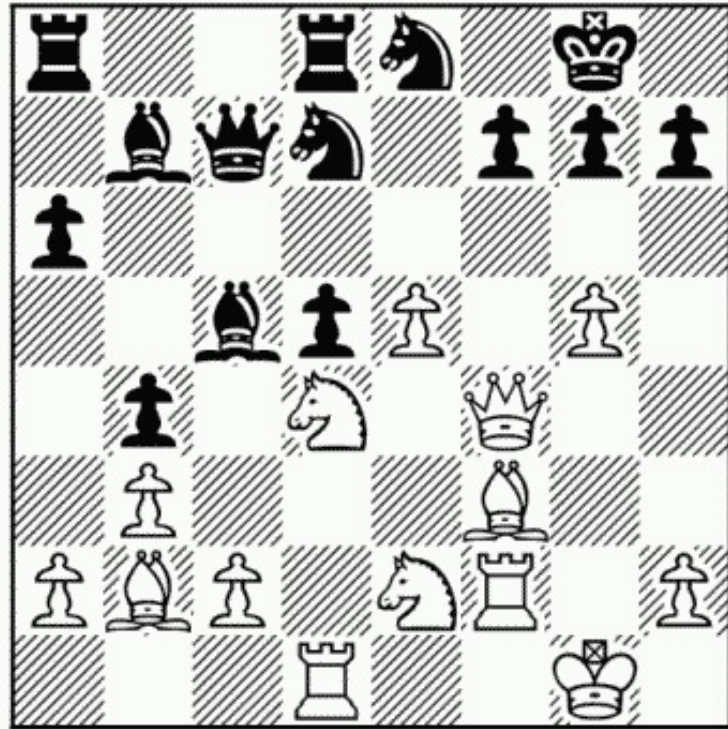
Because of its formidable power, the double check has made possible some of the most glamorous combinations in the whole range of chess literature. [Diagram 399](#) is a characteristic example. First comes a completely unexpected queen sacrifice, followed by a double check with rook and bishop, and checkmate next move.

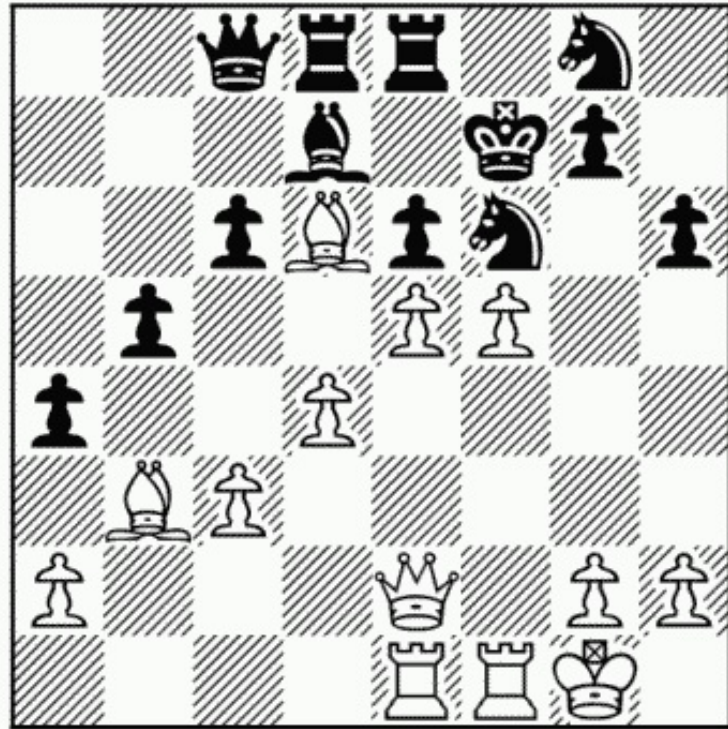
Queen sacrifices are quite common in this section, for the mighty double check easily makes up for the sacrificed material. There are other artistic possibilities as well, the most beautiful of all appearing in [Diagram 407](#).

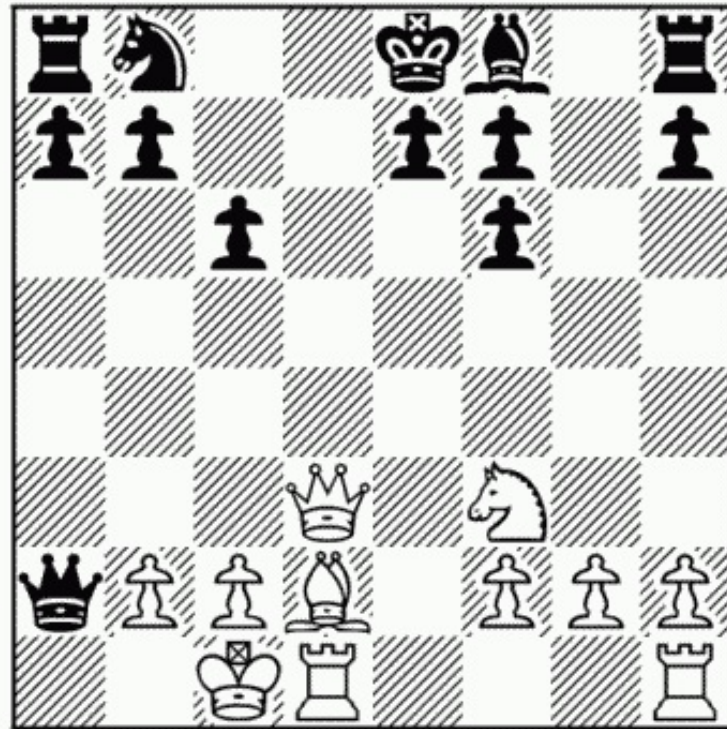
Very often the double check brusquely triumphs over hostile attacks, as in the startling finish in [Diagram 417](#). Never underestimate the power of a double check!

*White Moves First*

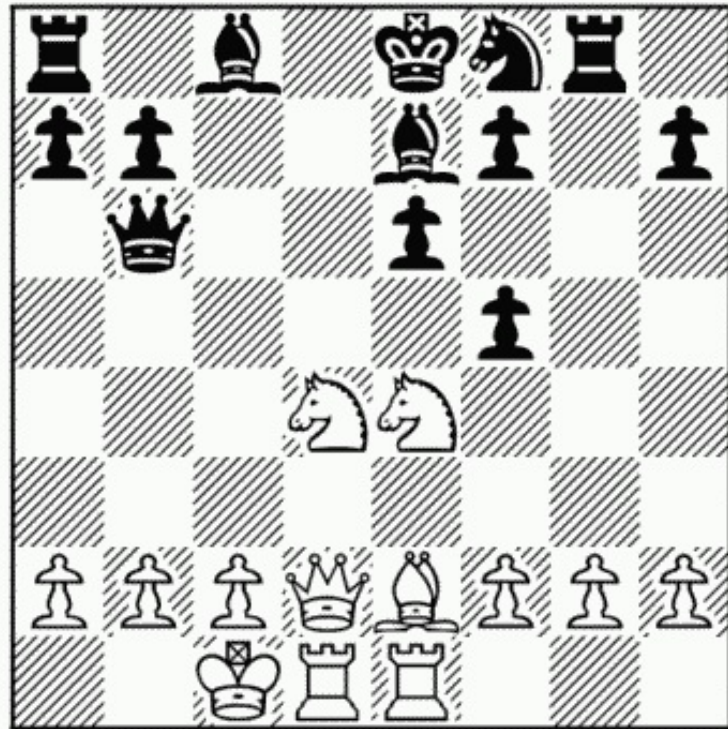
397



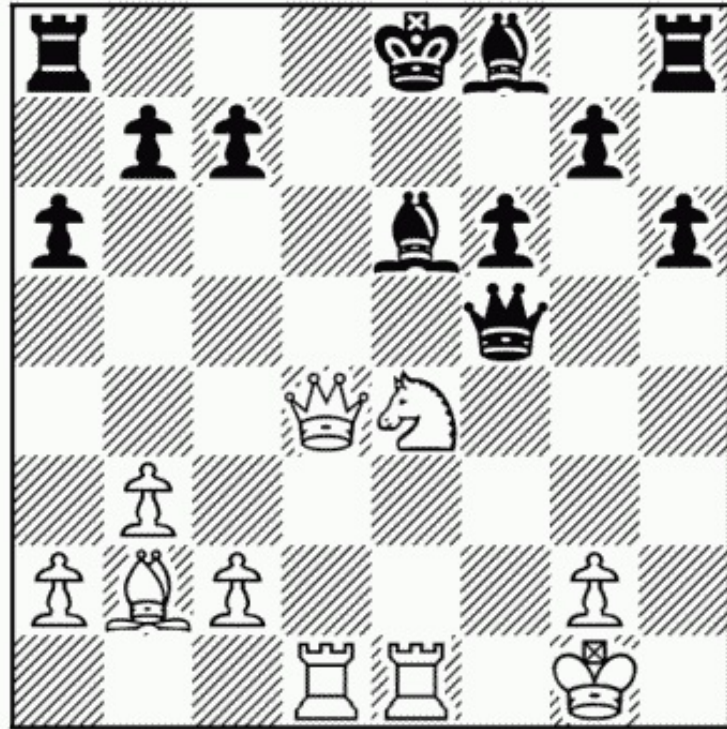


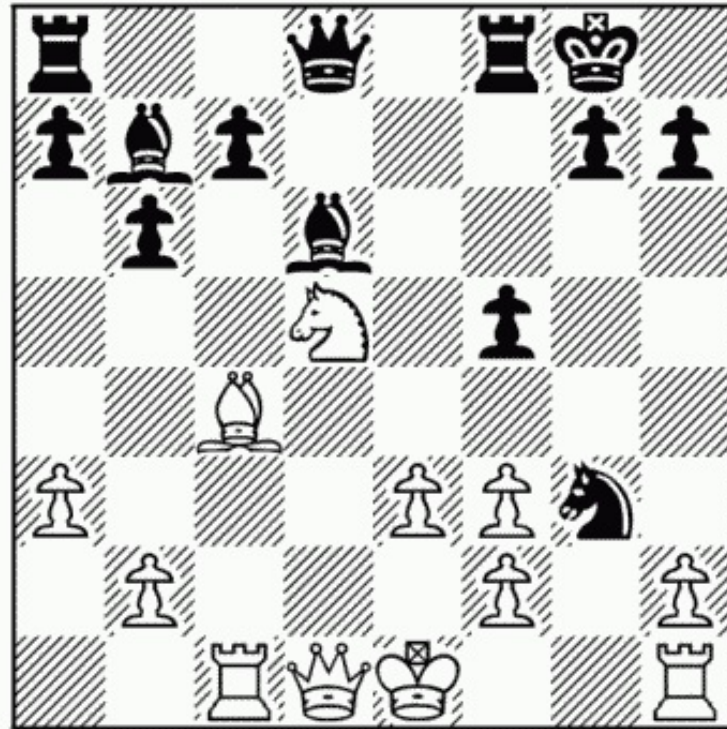


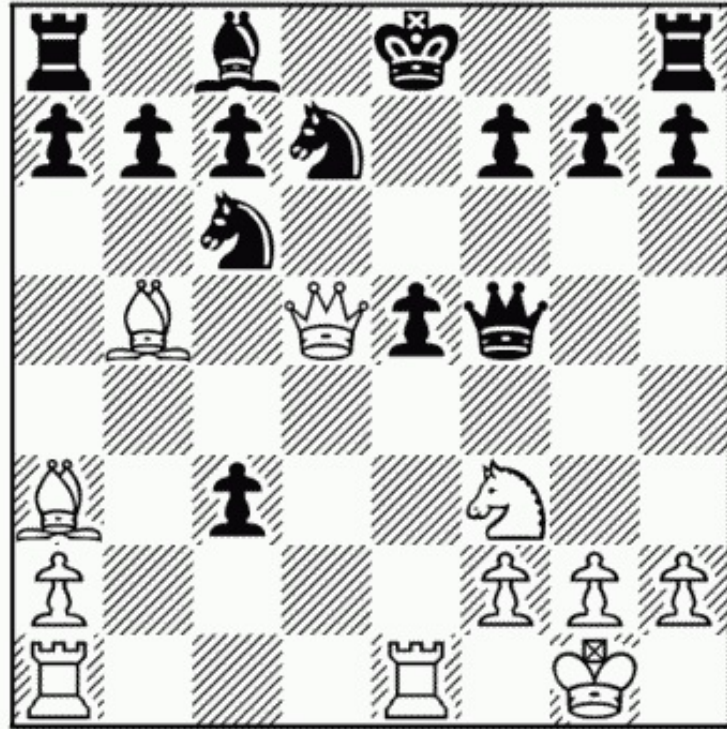
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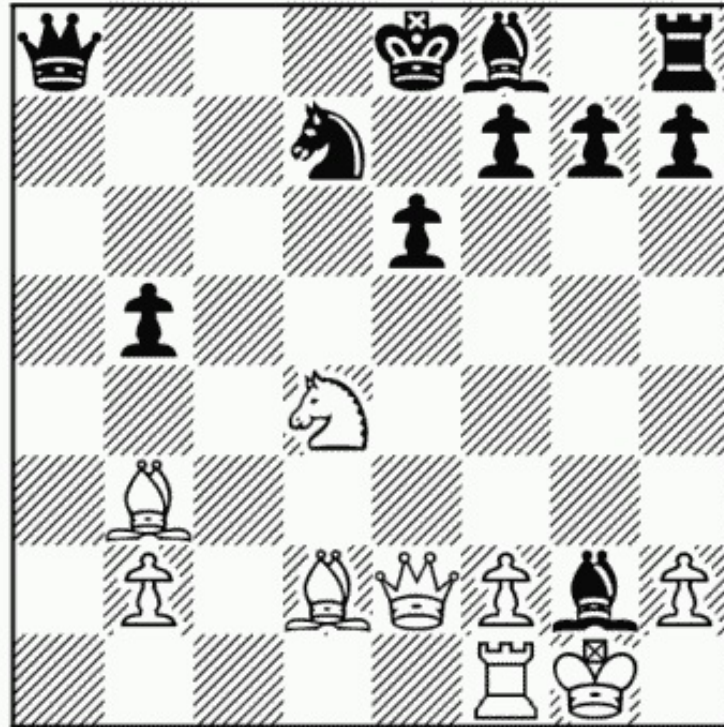


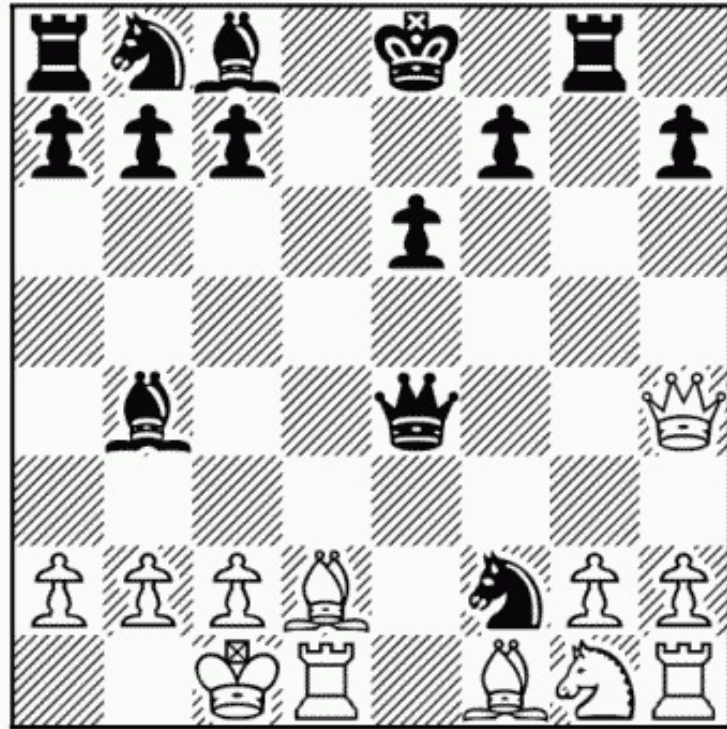




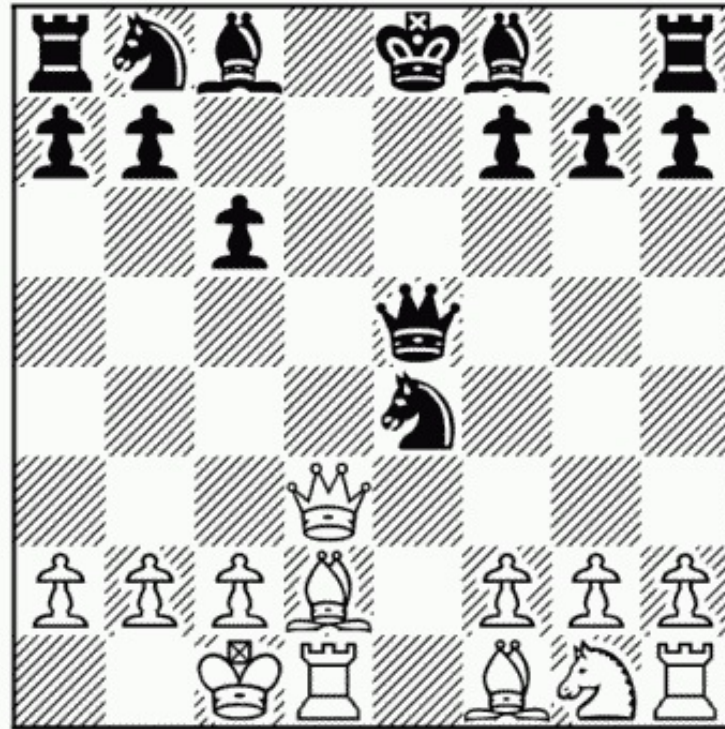




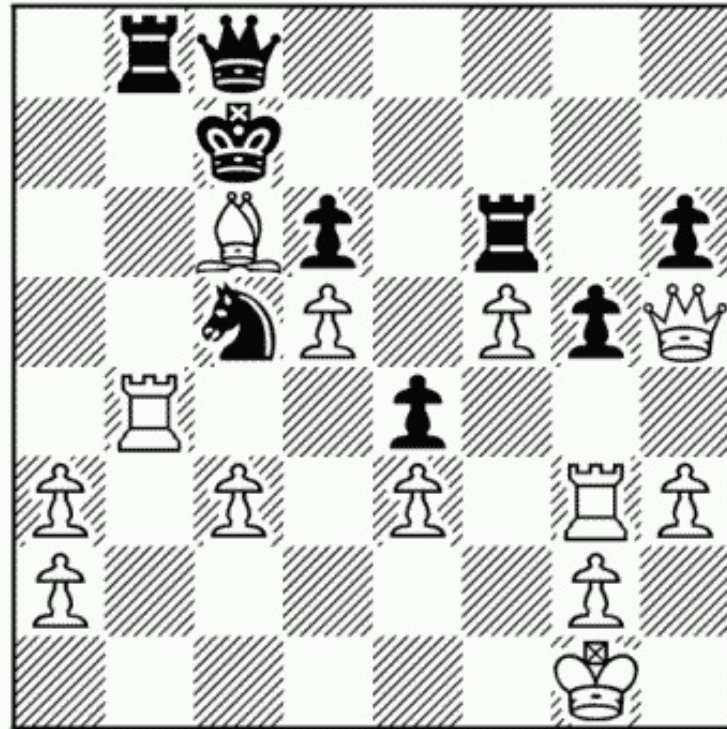


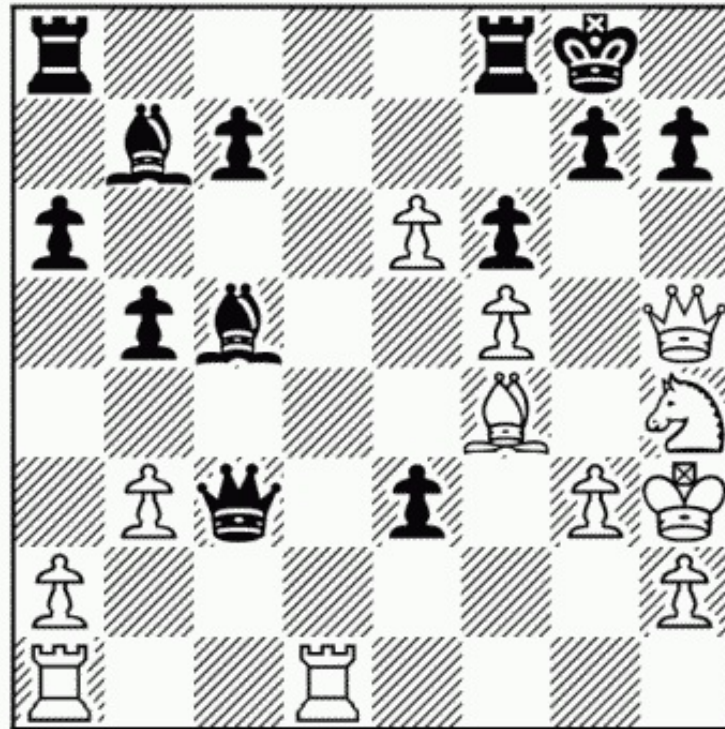


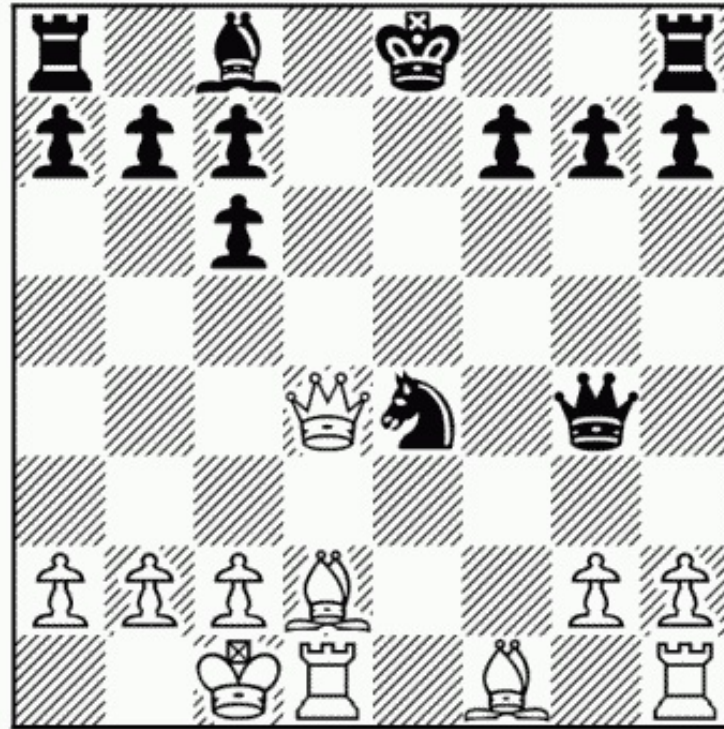


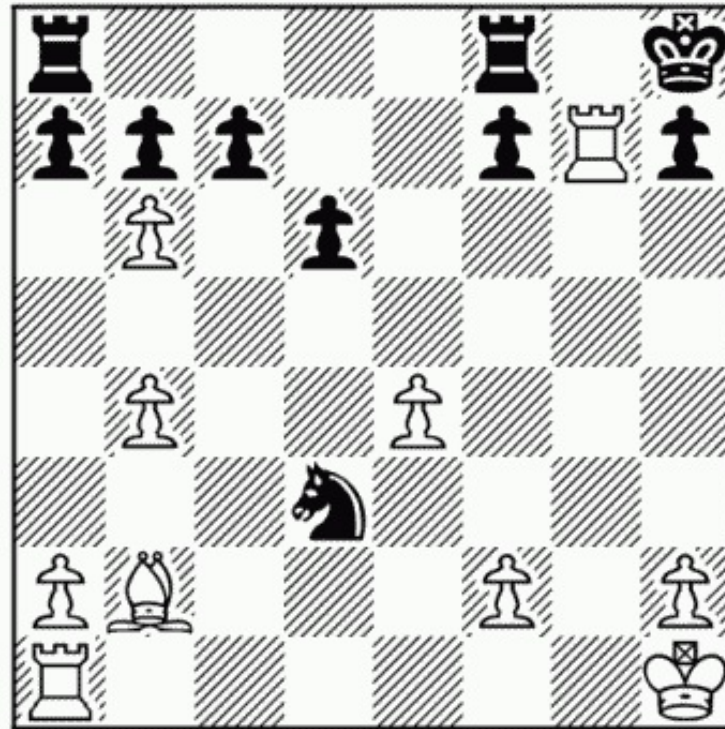


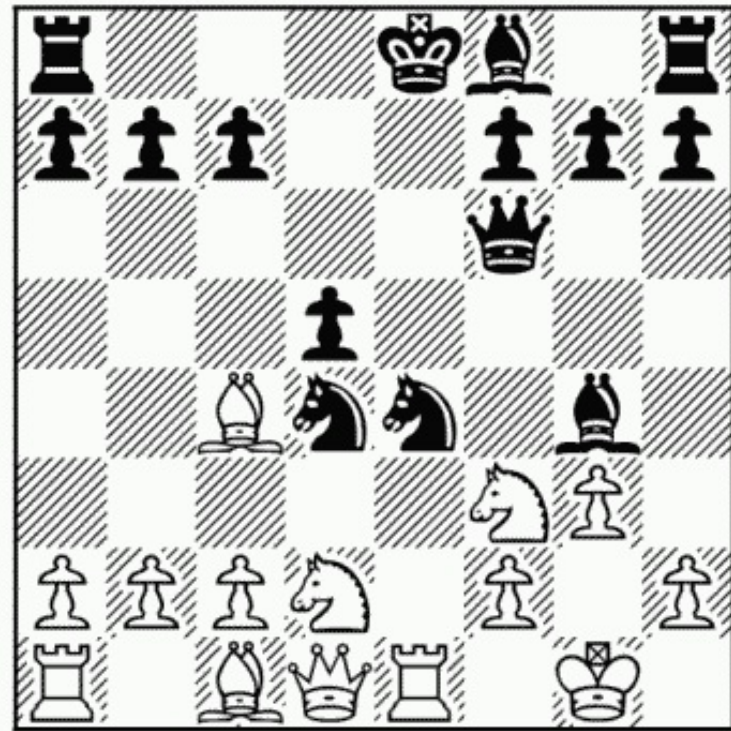




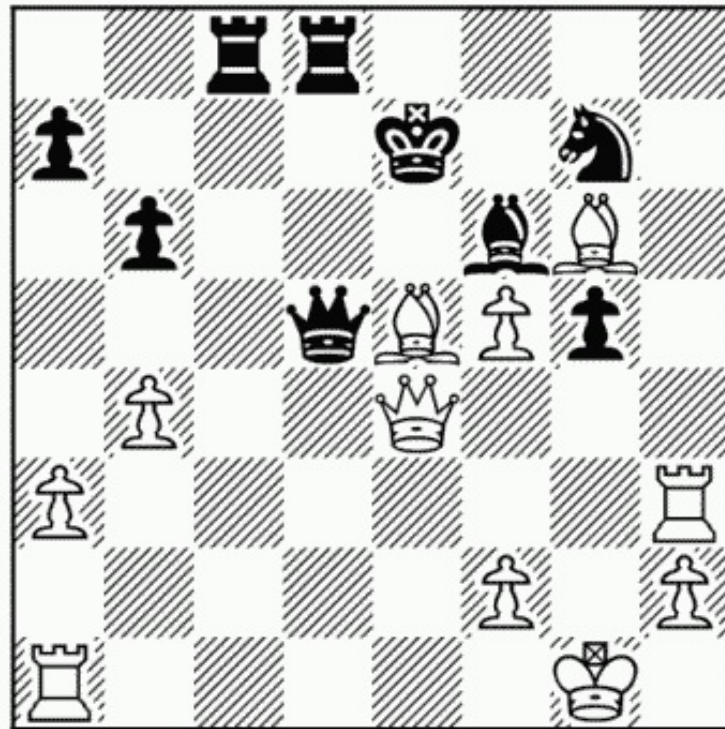




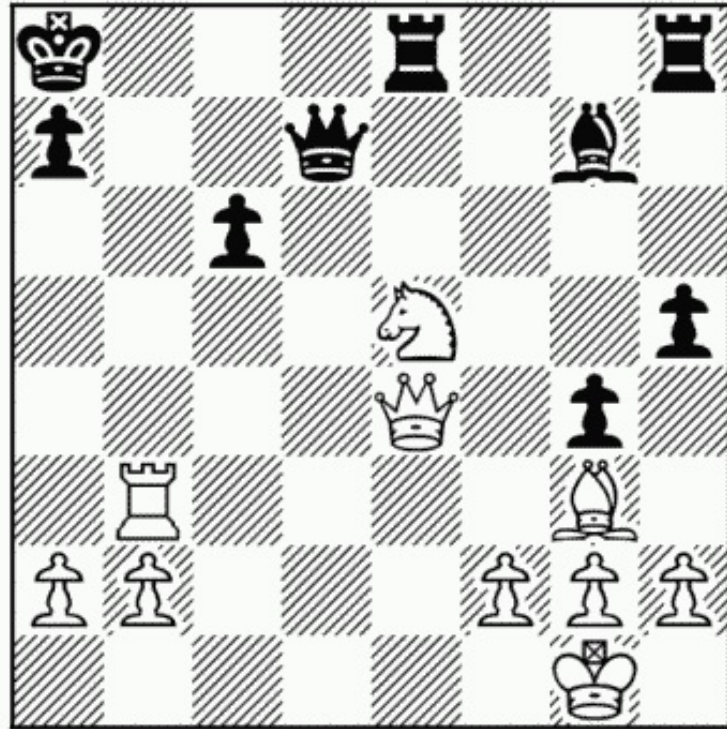




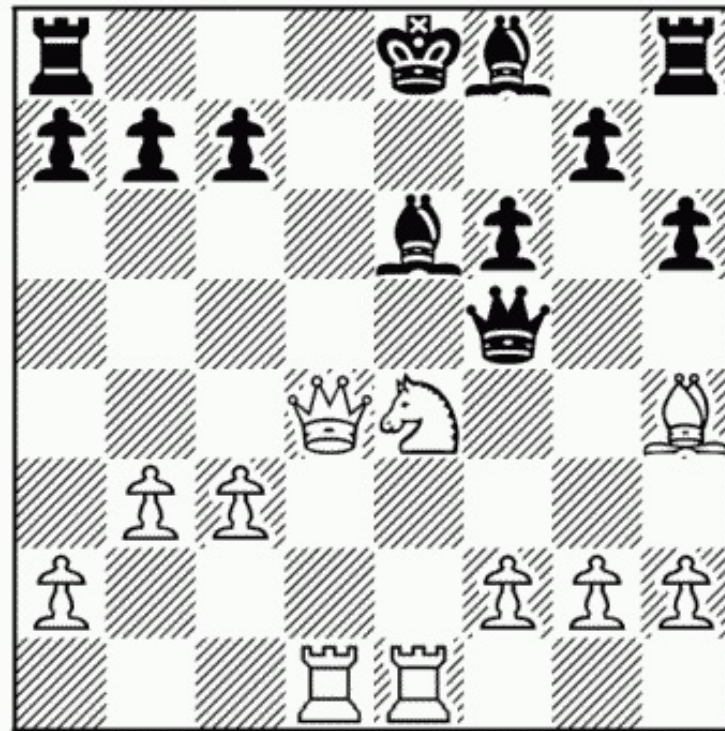






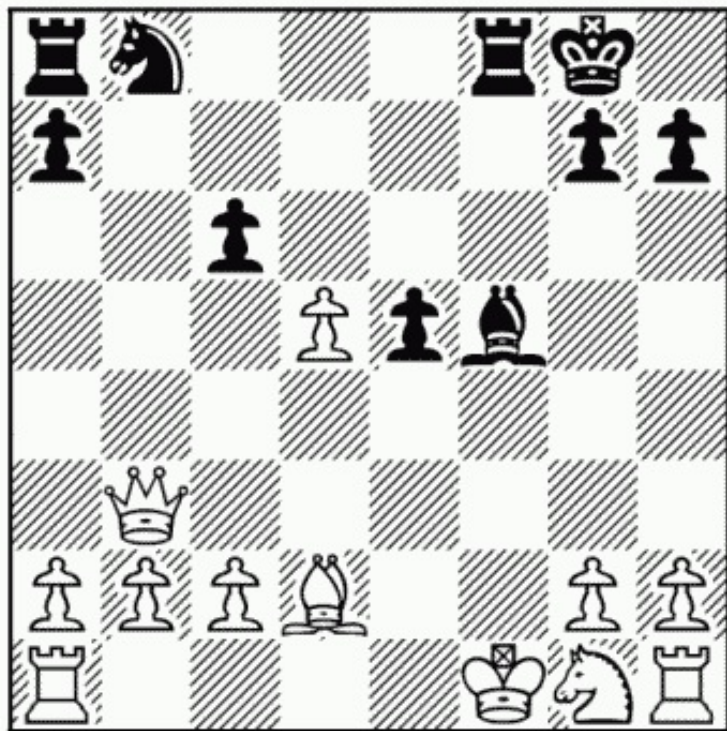


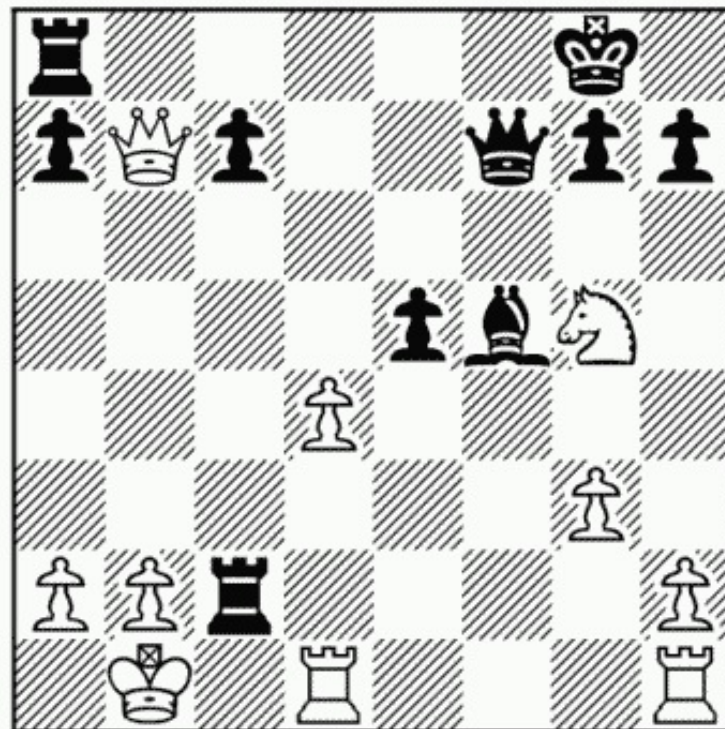
[414](#)



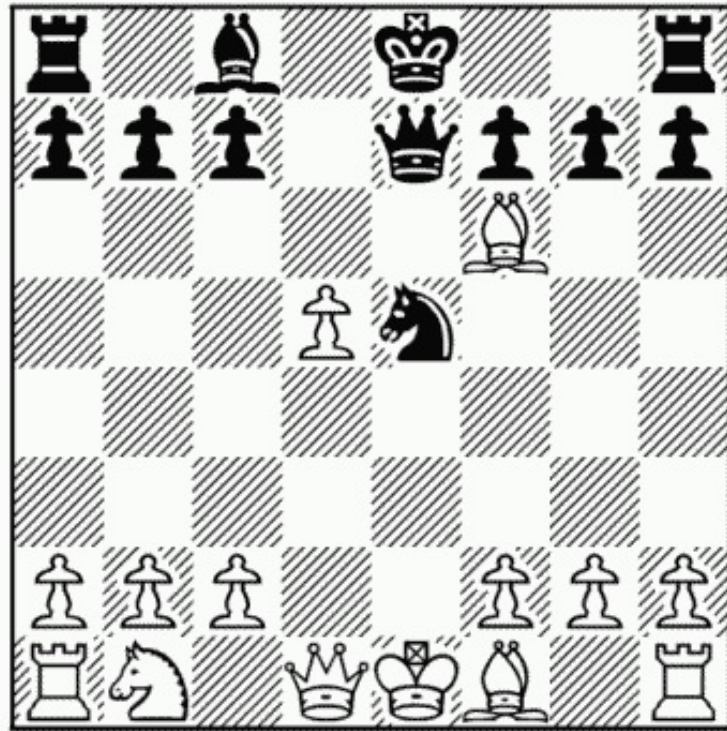
*Black Moves First*

[415](#)

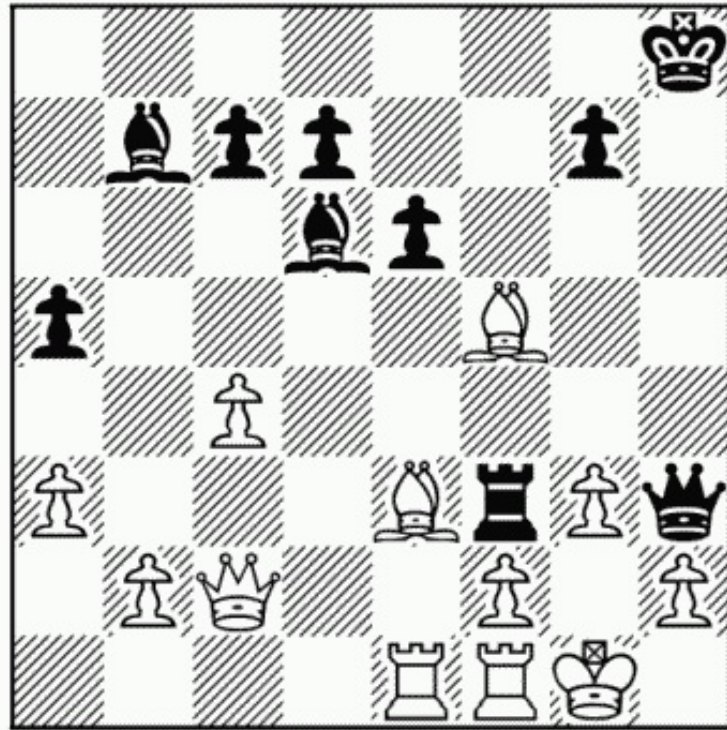




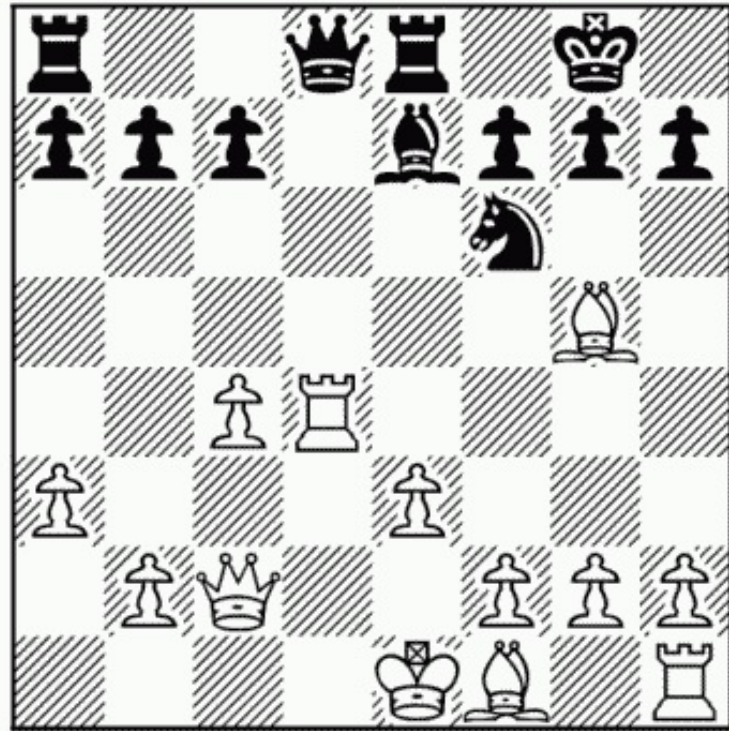
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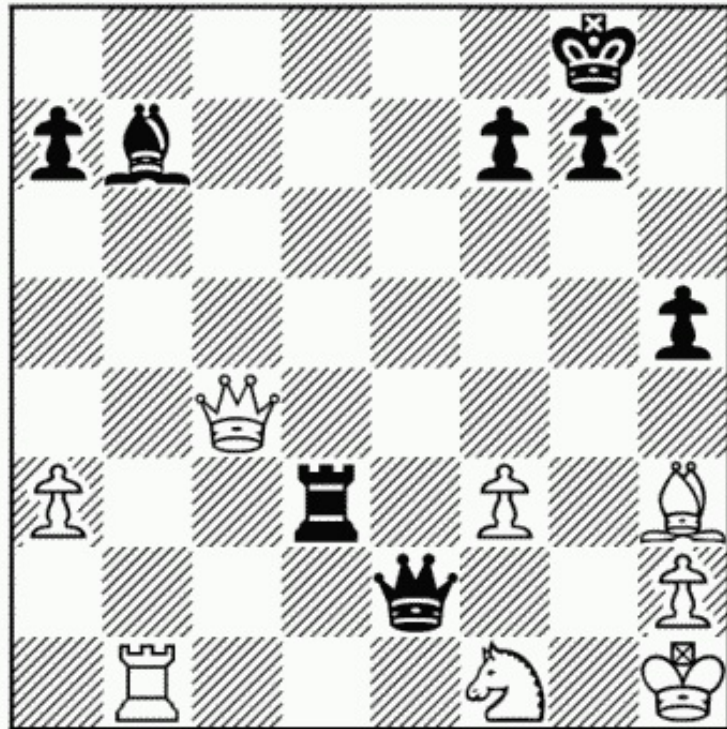












## 7. The Overworked Piece

No man can serve two masters. And in chess, *no piece can simultaneously guard two pieces without becoming a target of attack*. The principle is clear and simple: a piece which is performing more than one function is especially vulnerable to hostile attack.

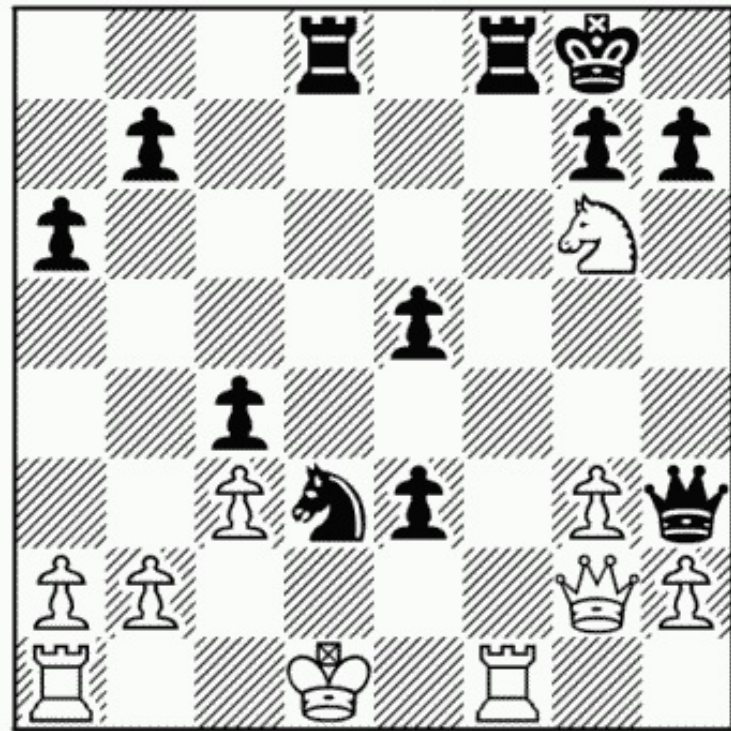
[Diagram 422](#) is a good example of this. The black queen plays a vital protective role. Consequently White can win by constantly harrying the black queen until it is forced to give up its primary function.

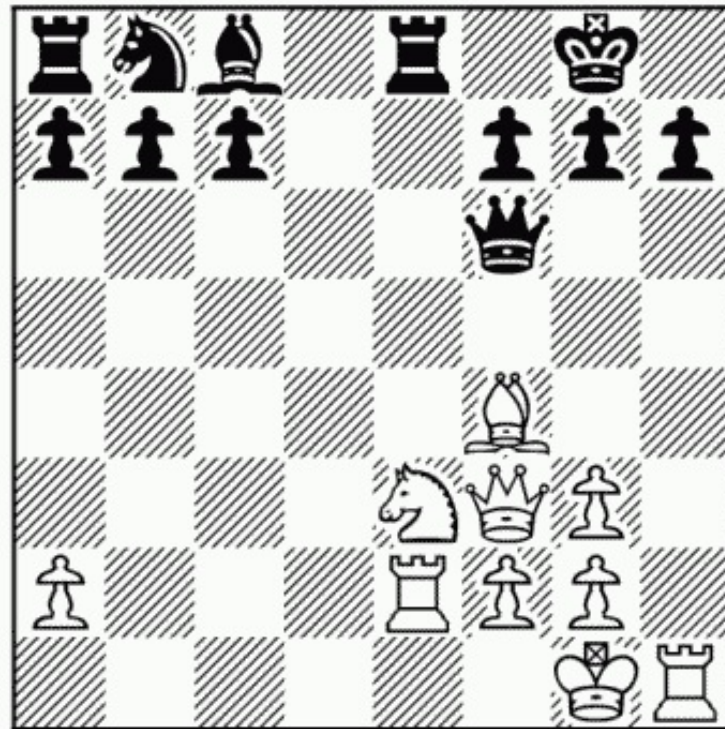
Again in [Diagram 430](#), Black's bishop at g7 is given the unwelcome choice of capturing White's queen or bishop, allowing checkmate in either case. In other words, Black's bishop is overworked.

In [Diagram 437](#) Black's knight is overworked, being unable to capture white's checking rook because of its primary duty of guarding the black queen. And in [Diagram 440](#) Black's queen is an overworked piece with an impossible choice of duties!

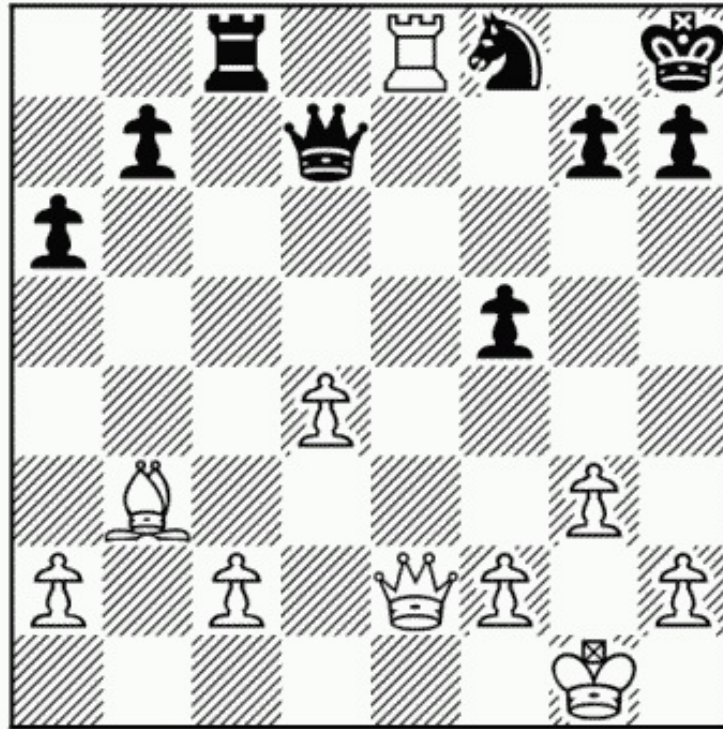
*White Moves First*

421

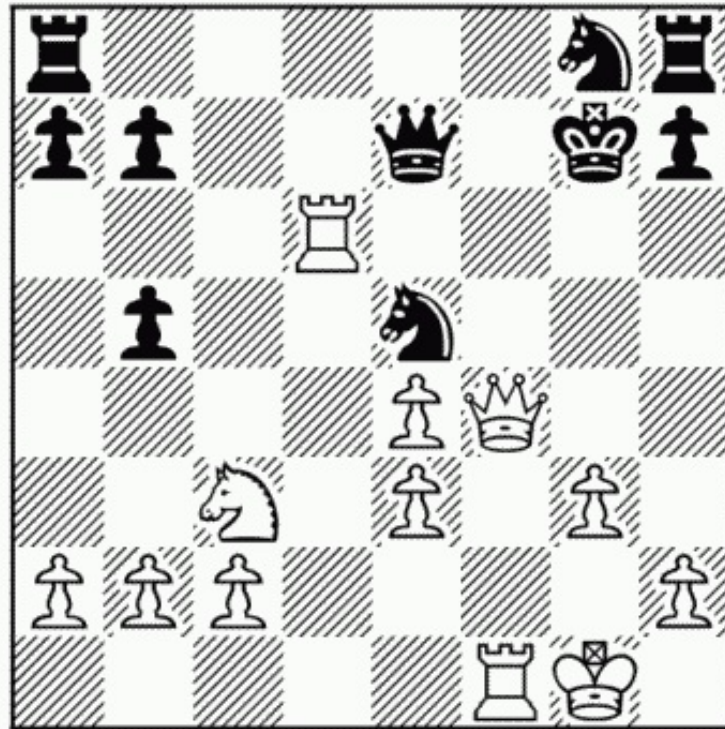


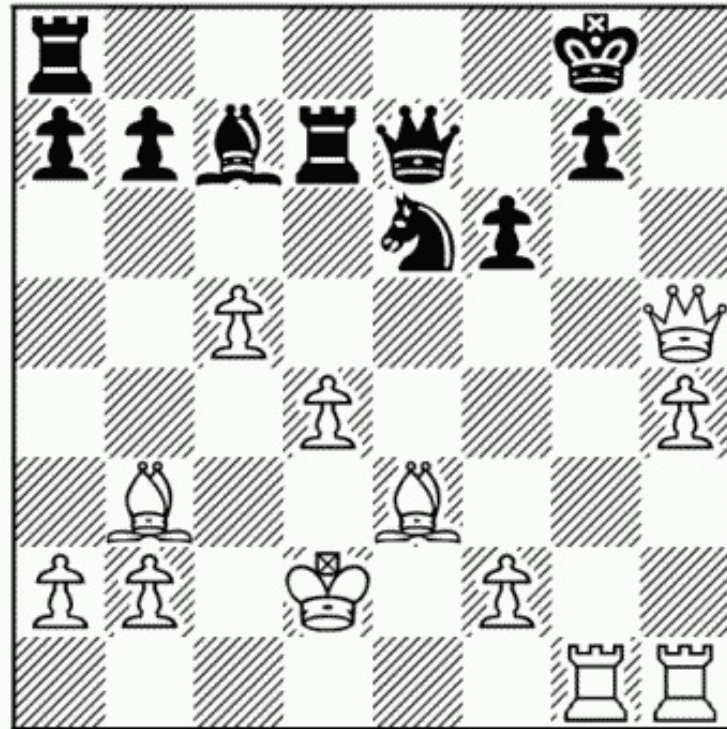


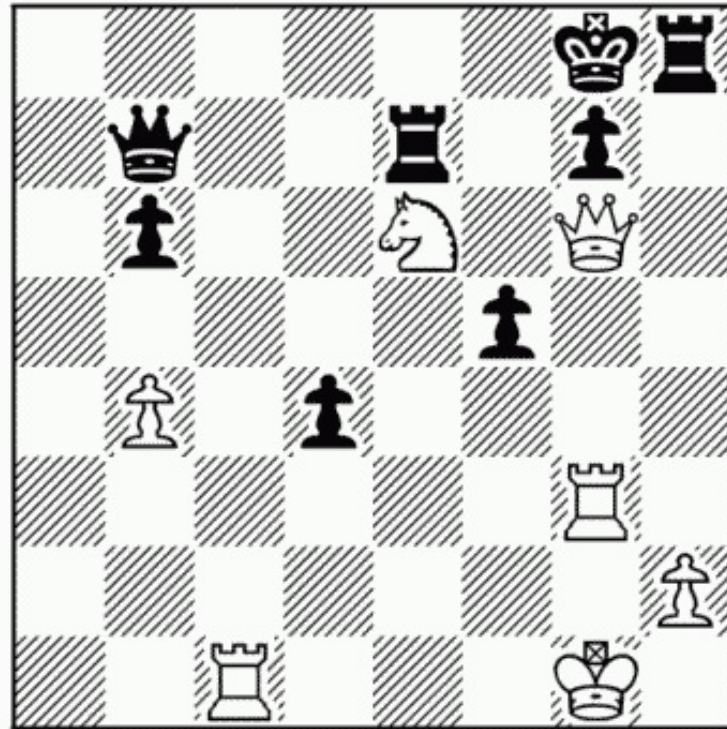
[423](#)

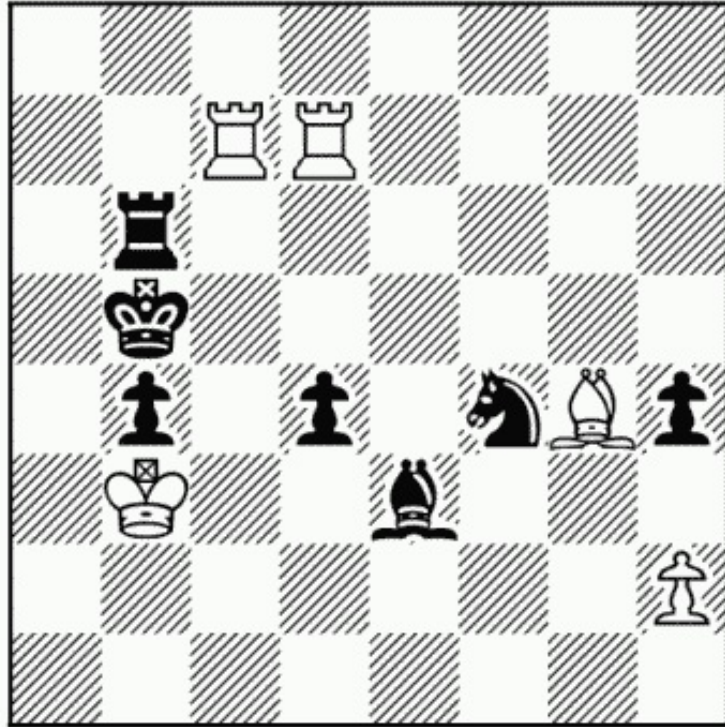


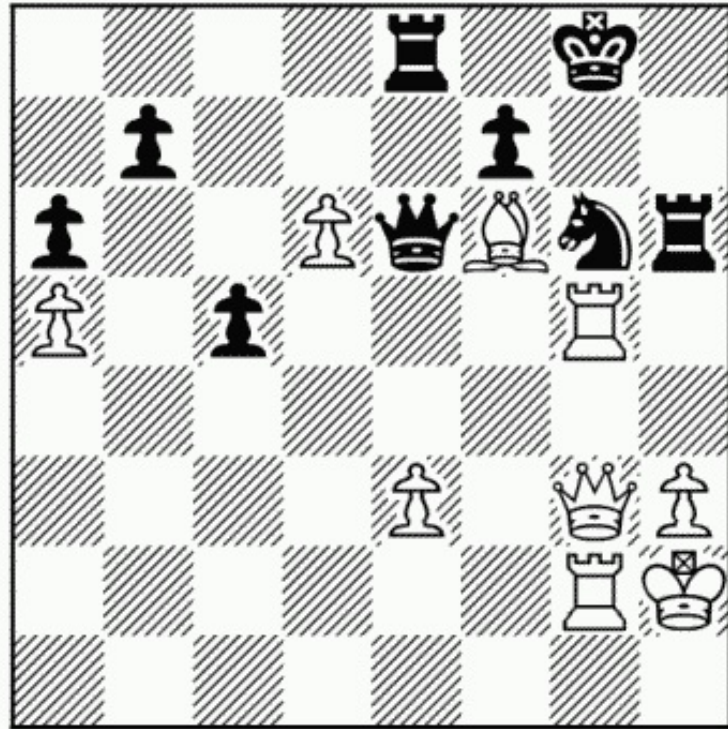


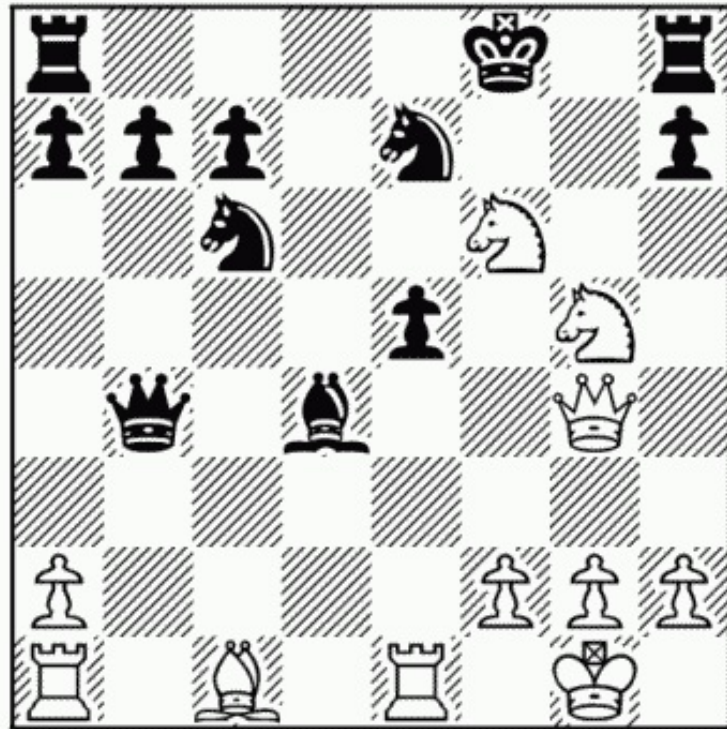




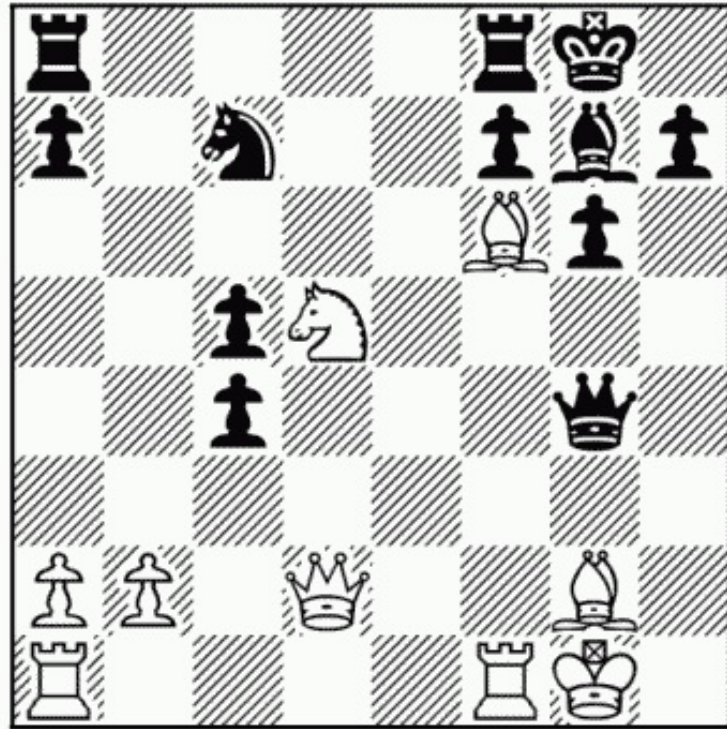


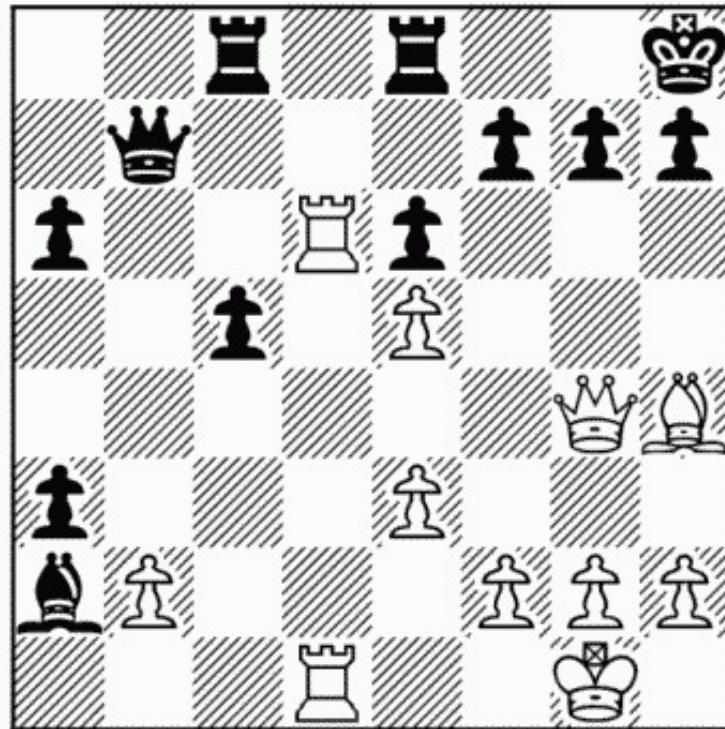


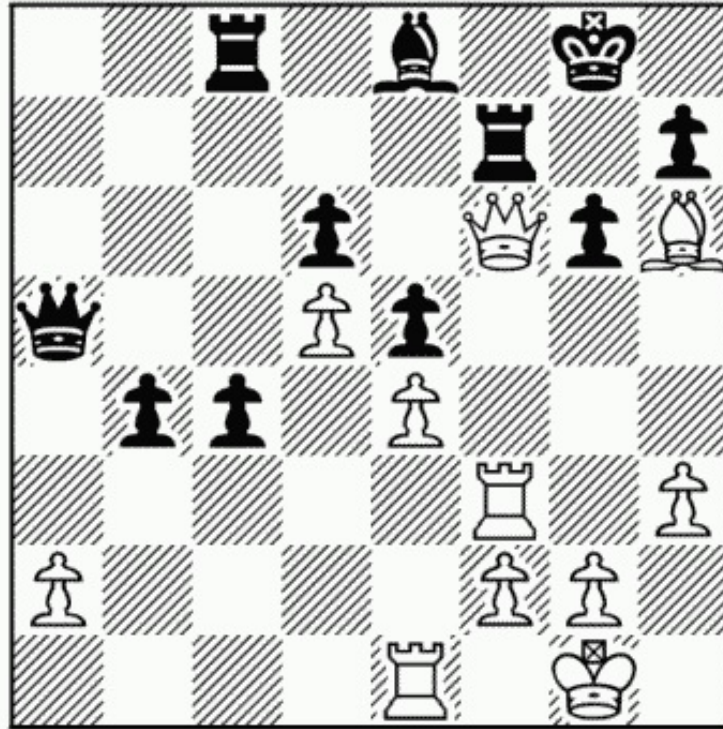


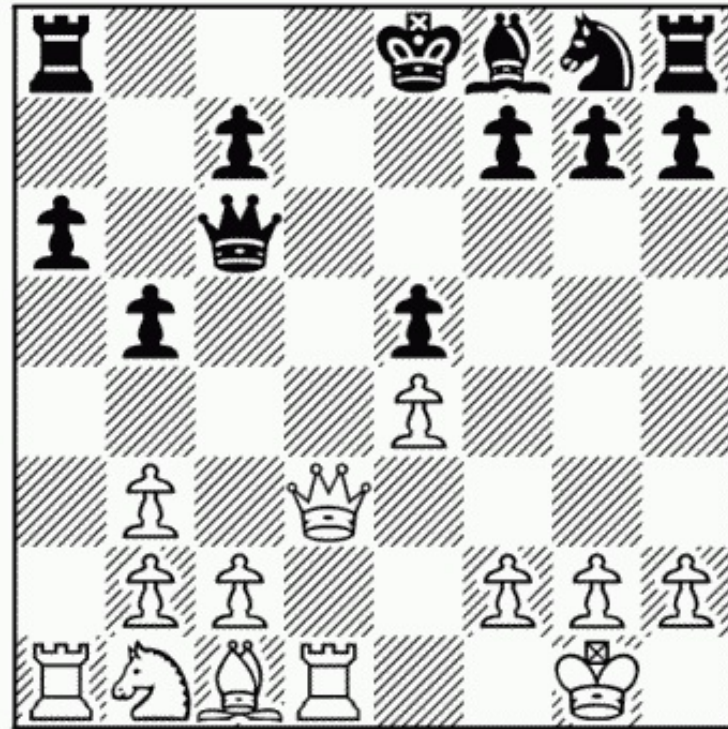


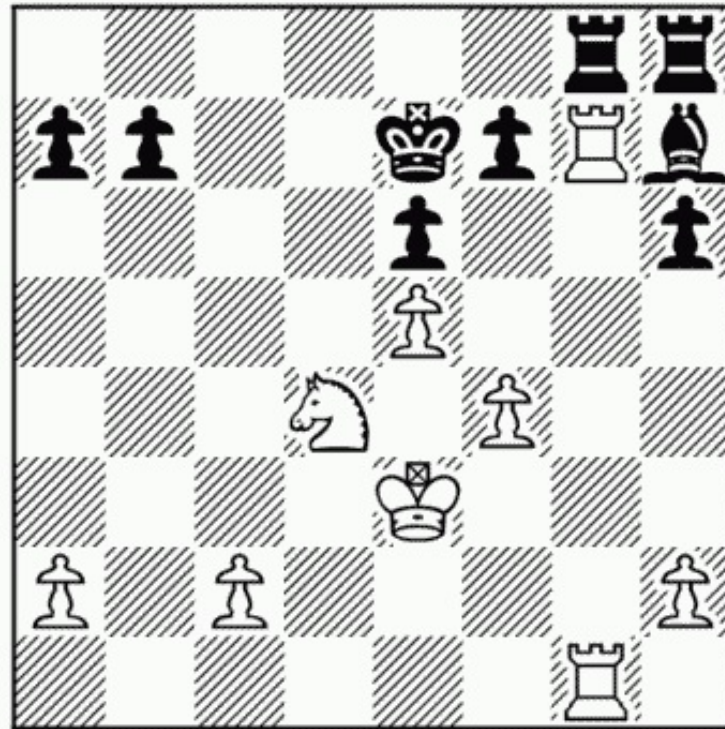






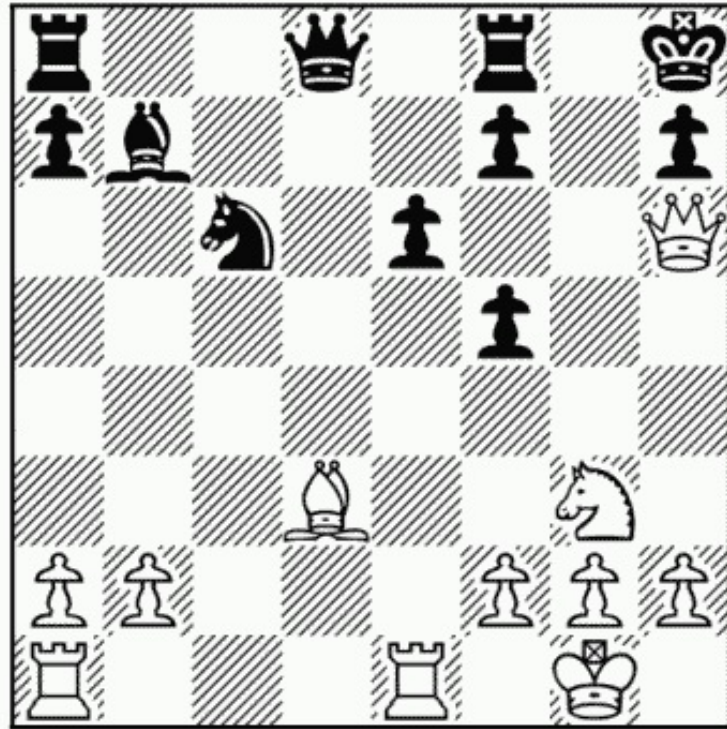




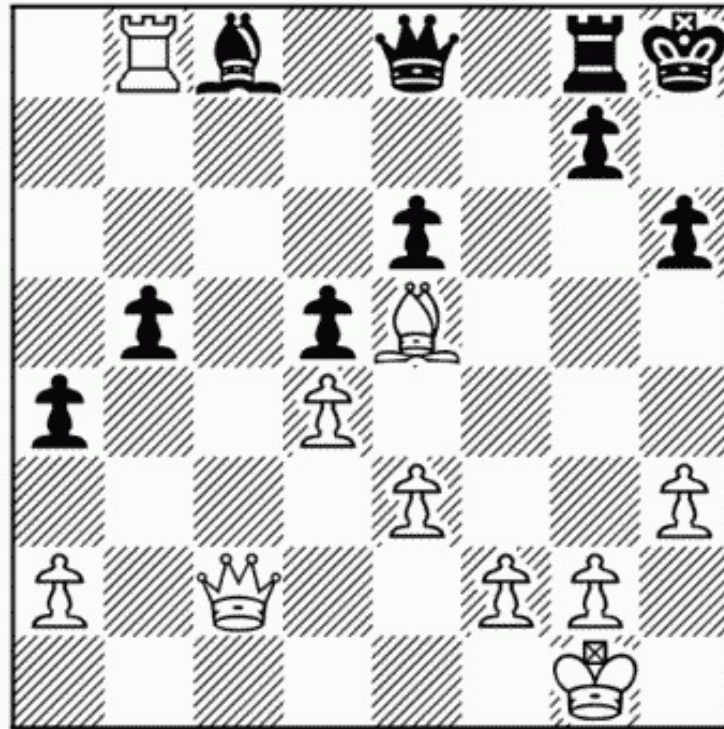




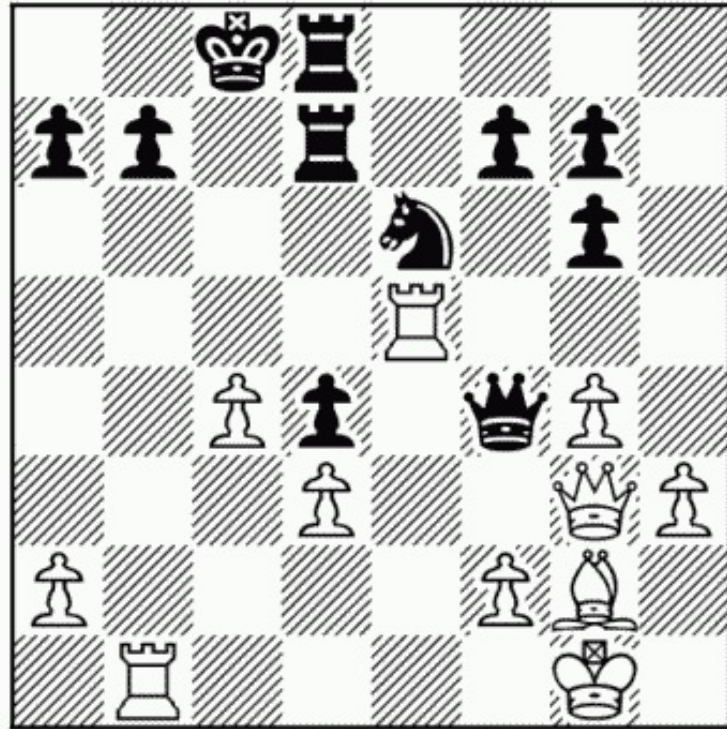
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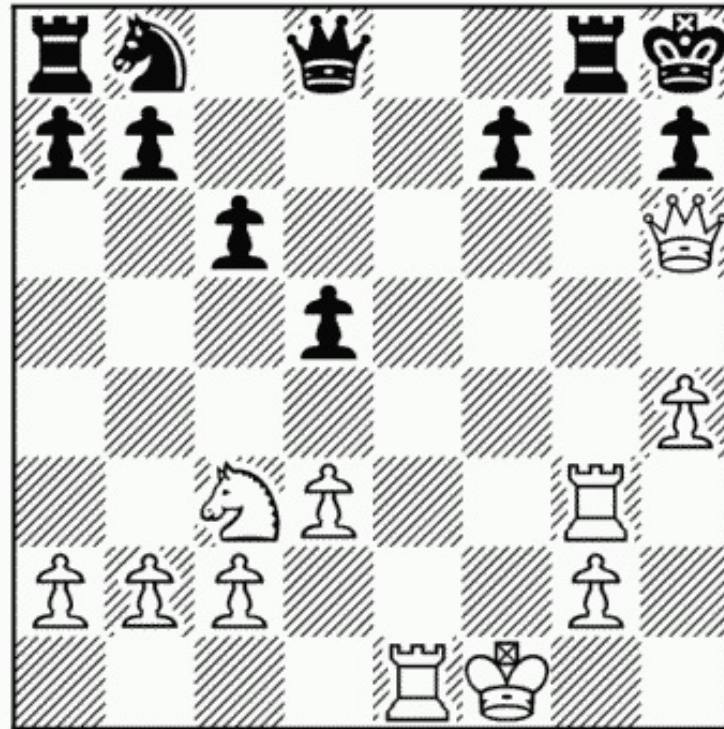




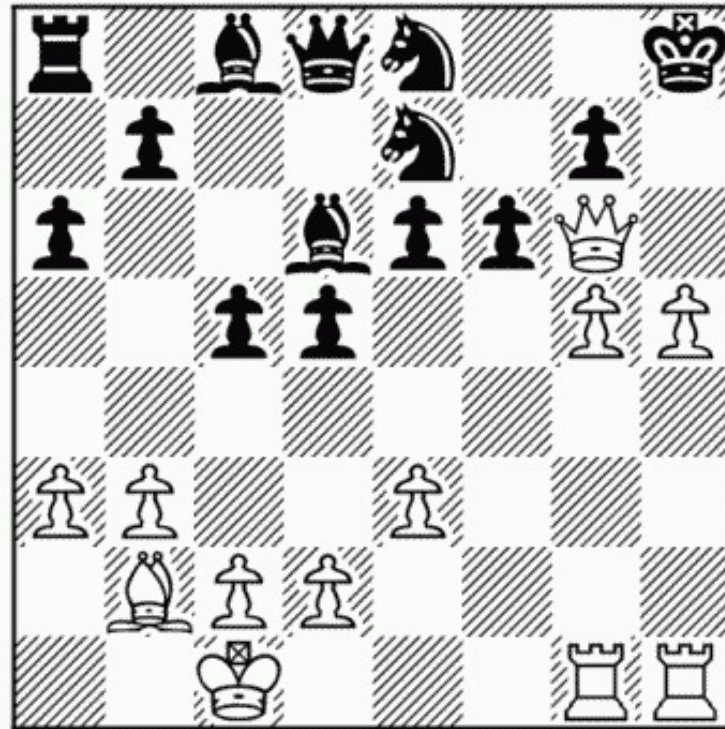
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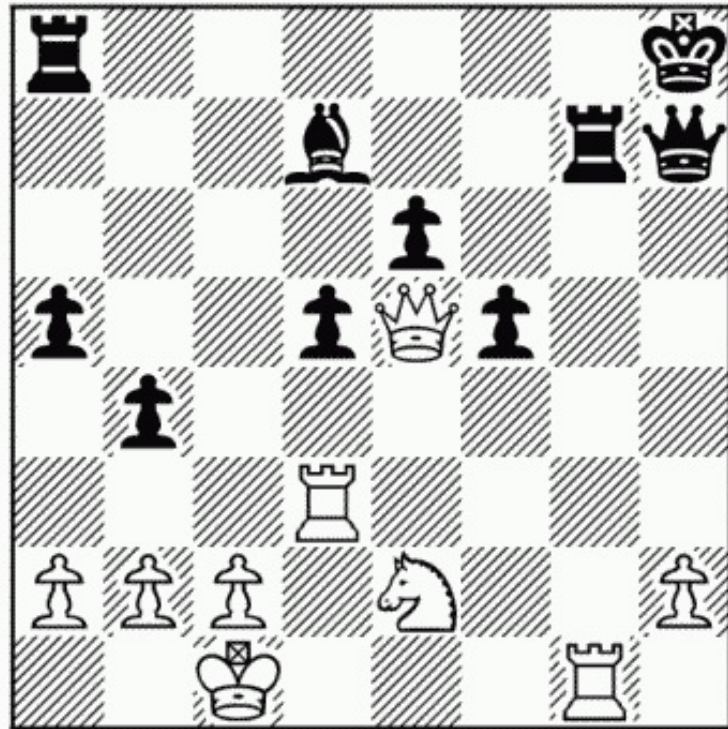


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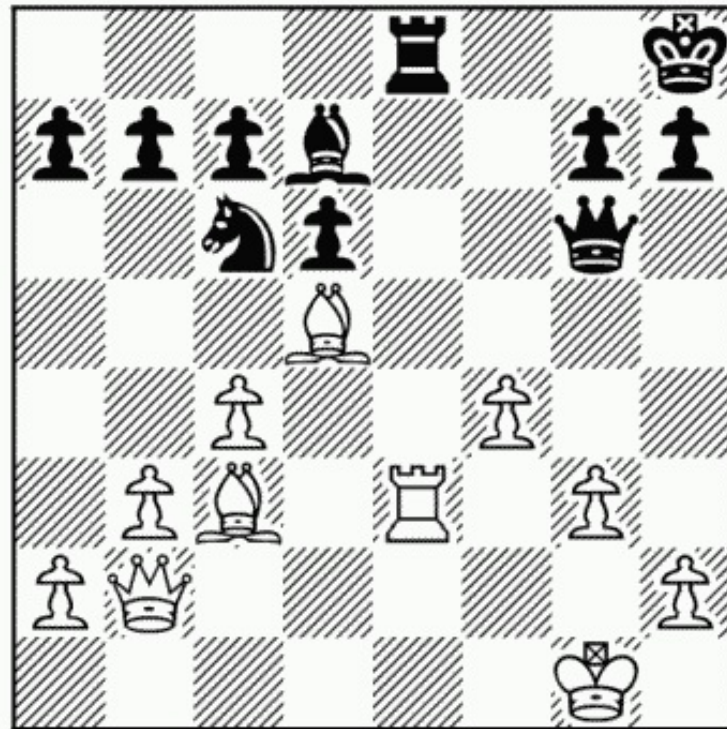
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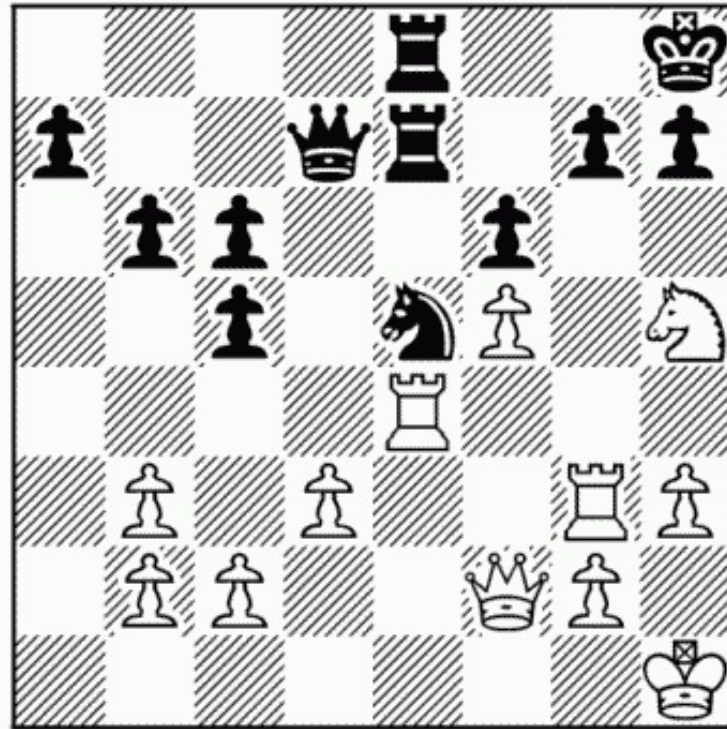


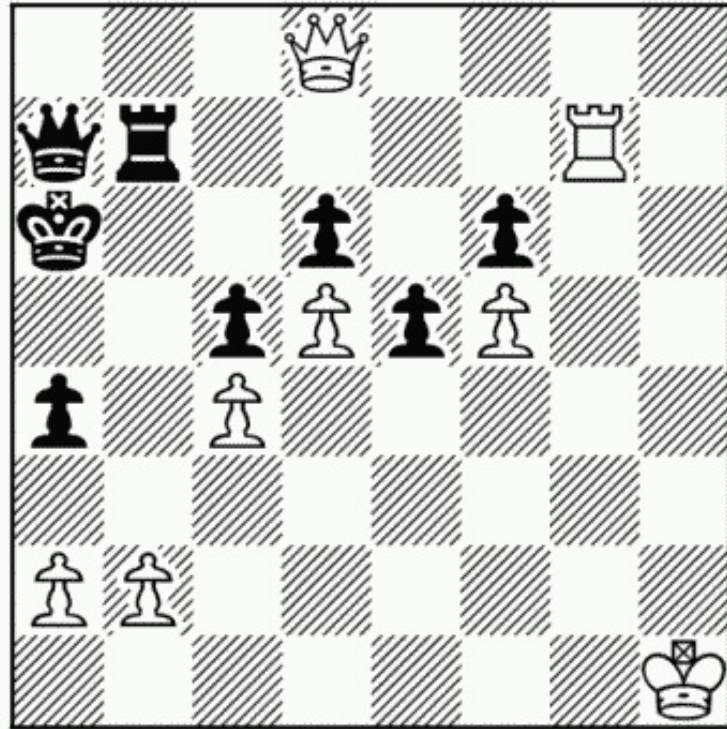


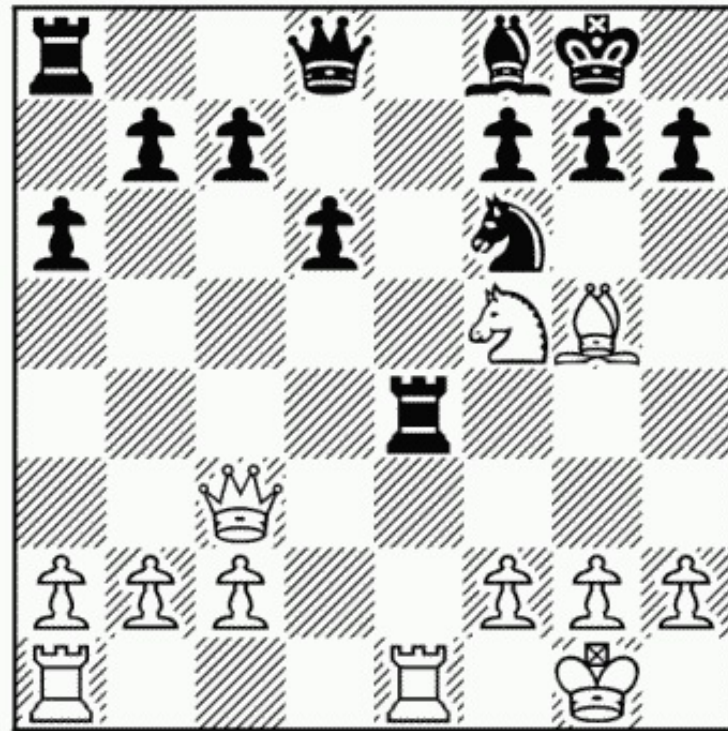
[441](#)

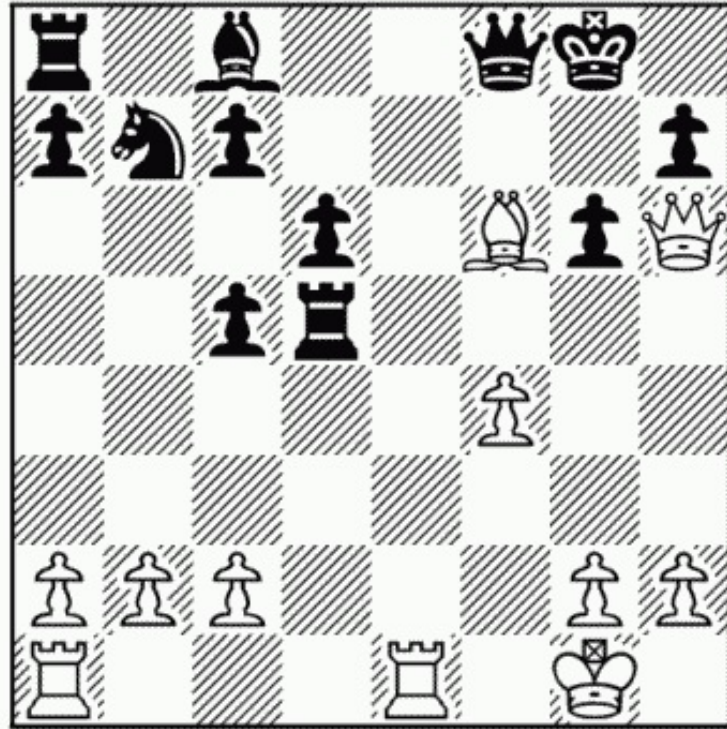


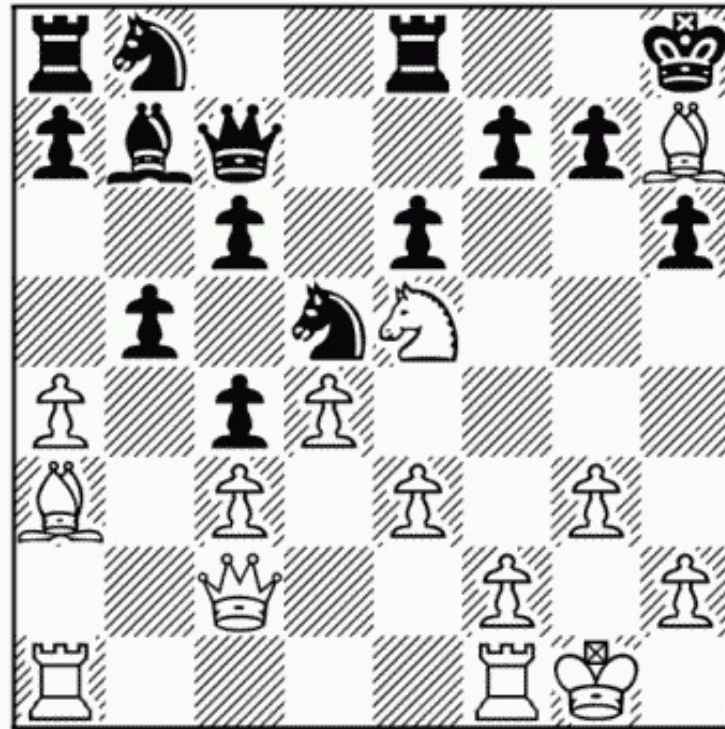






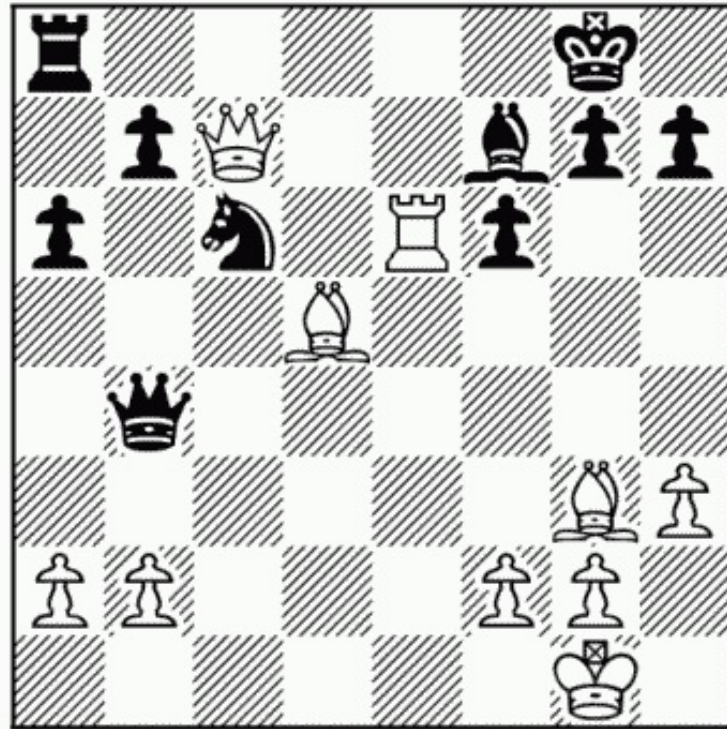




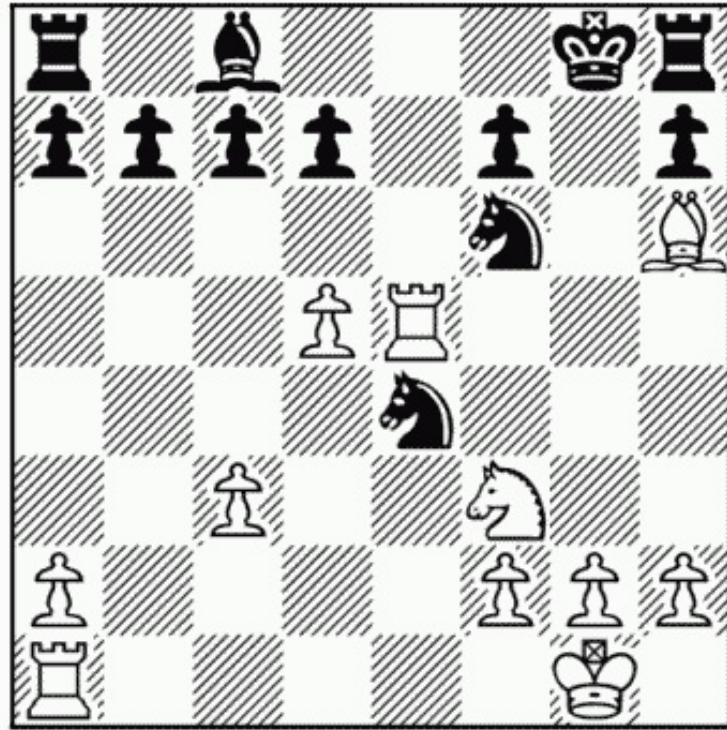


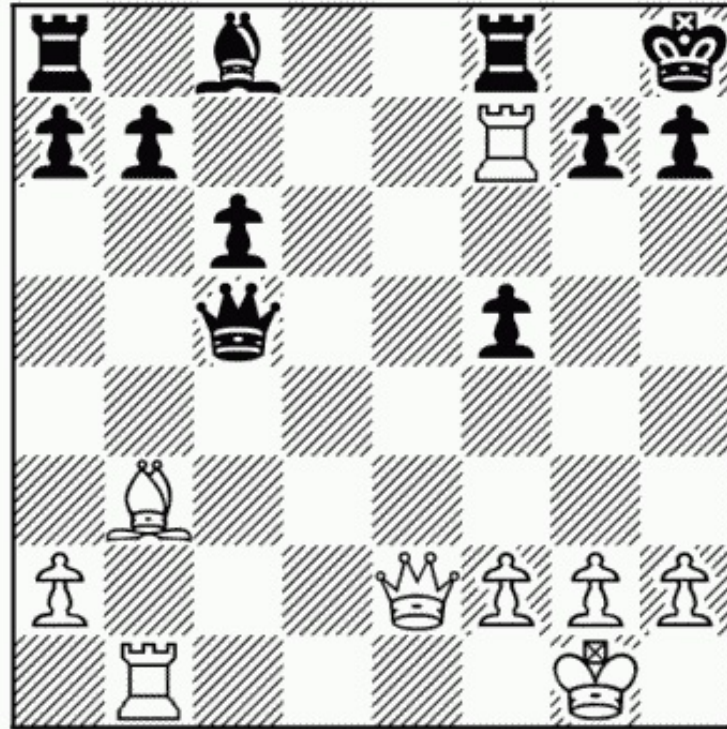


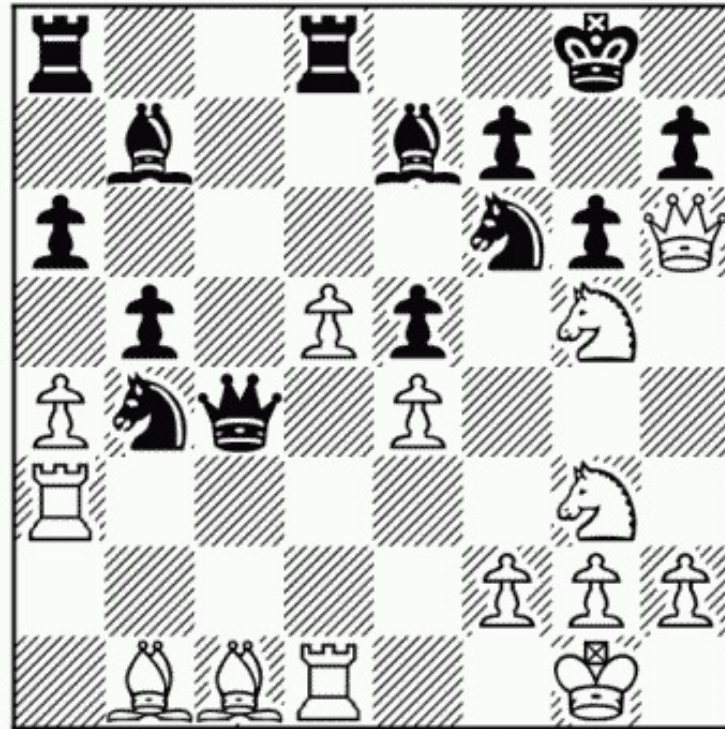
[447](#)

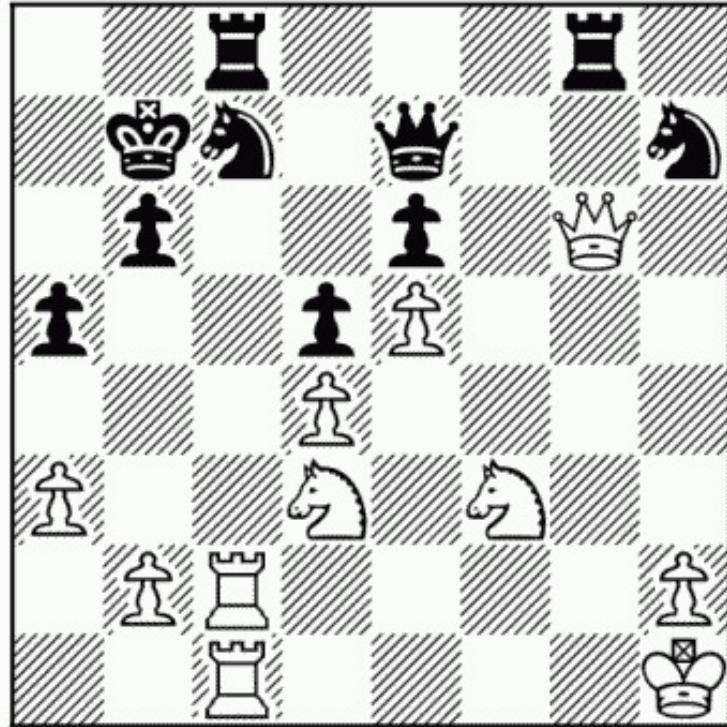


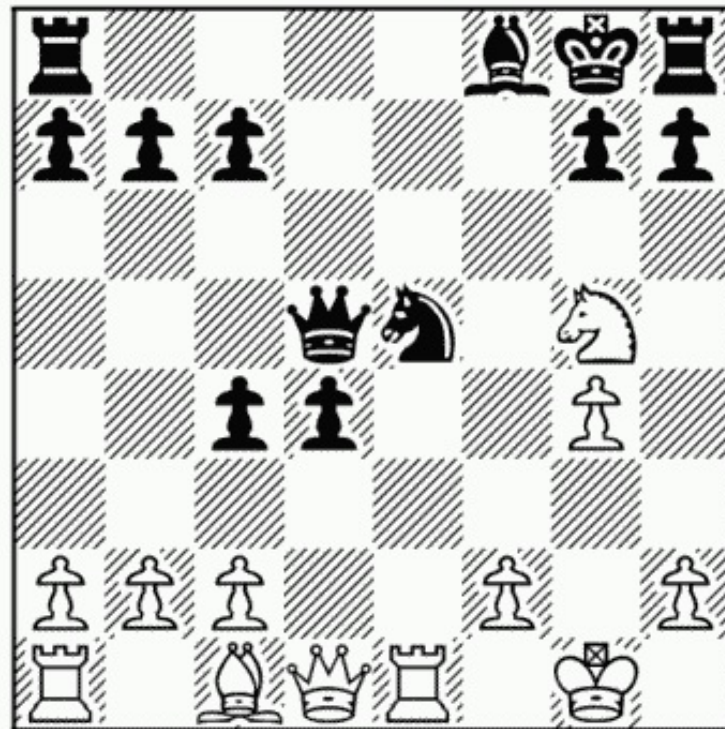




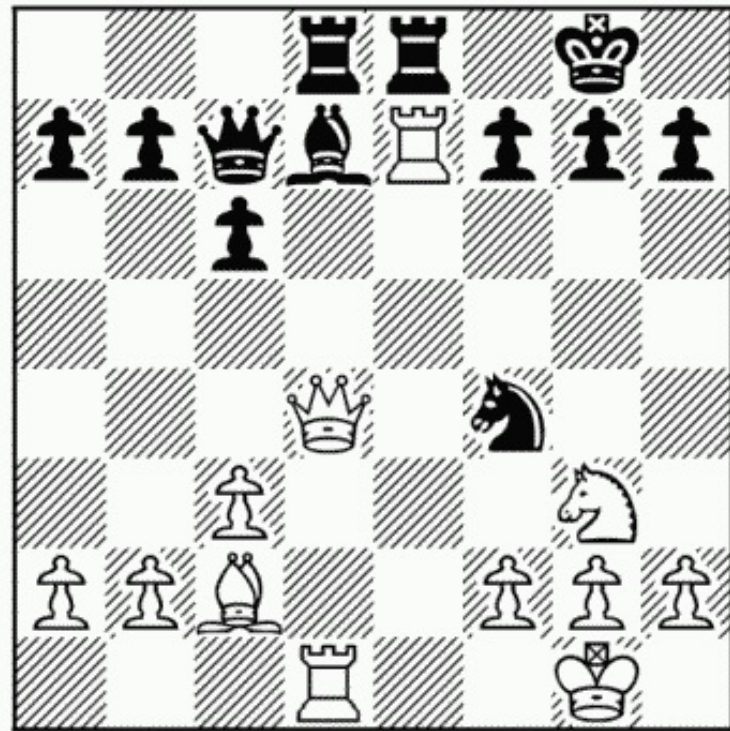




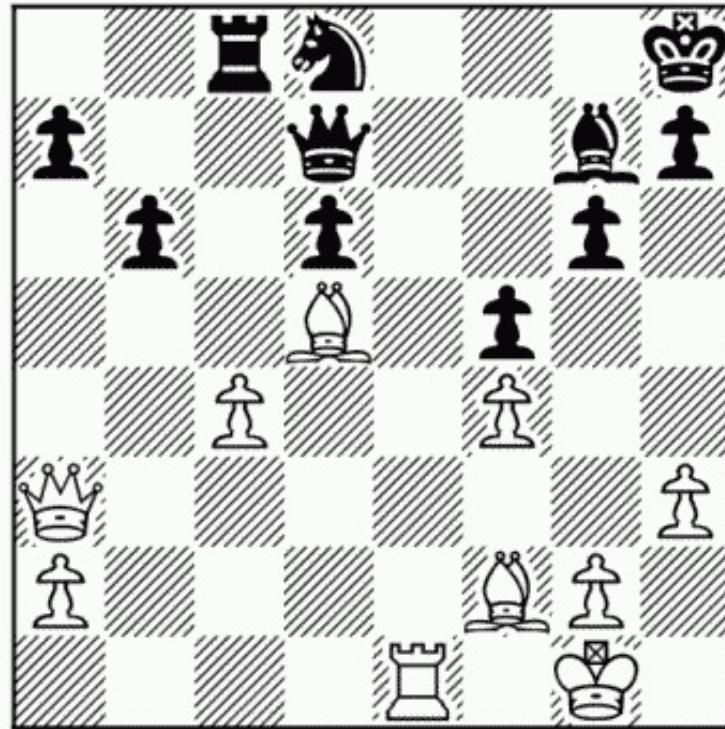


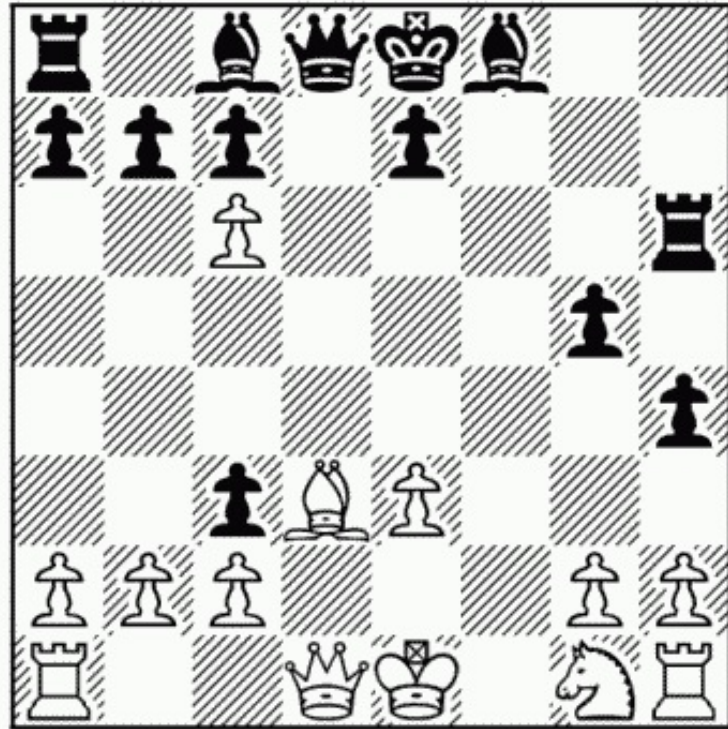


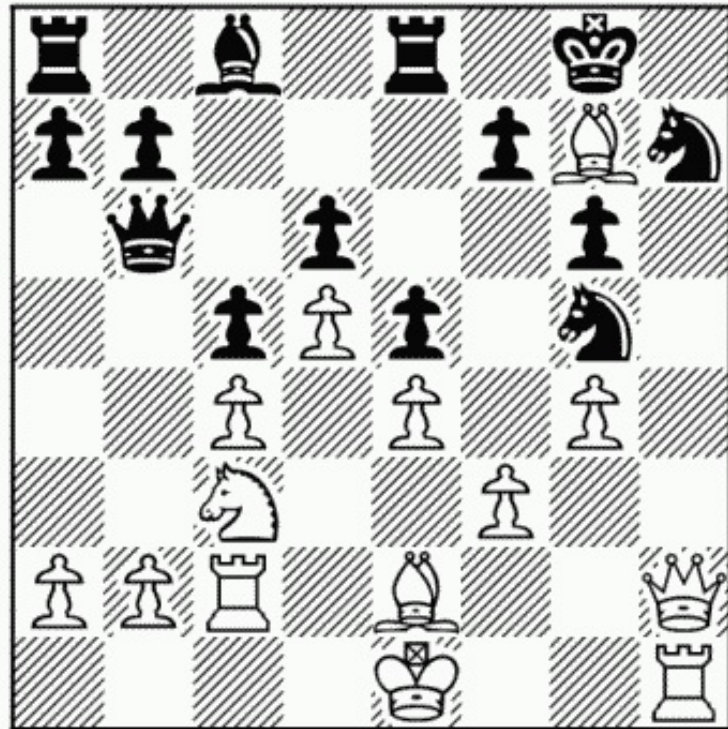






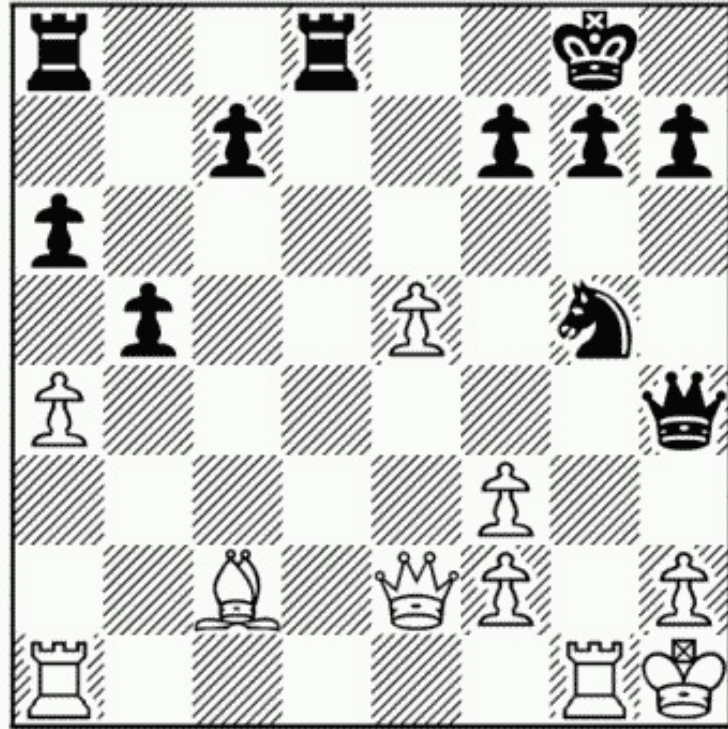


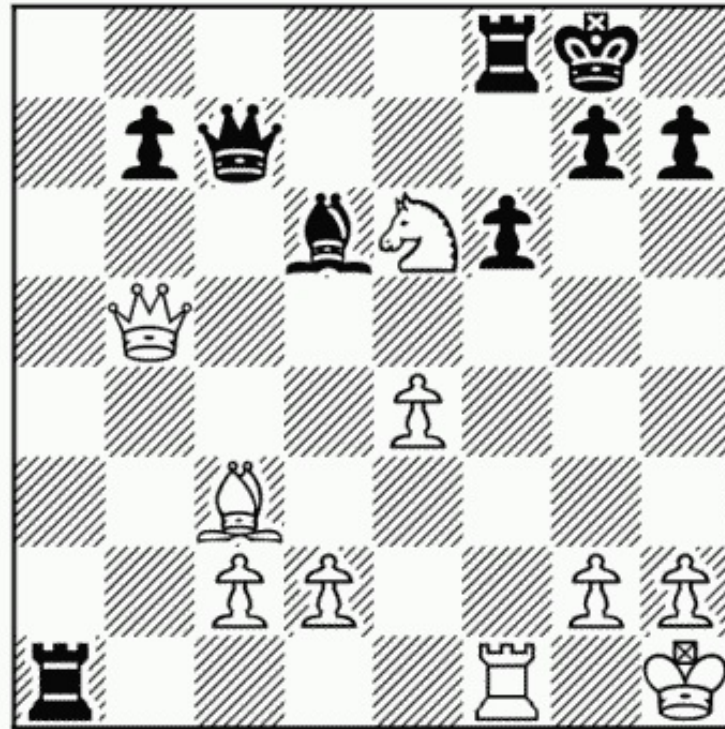




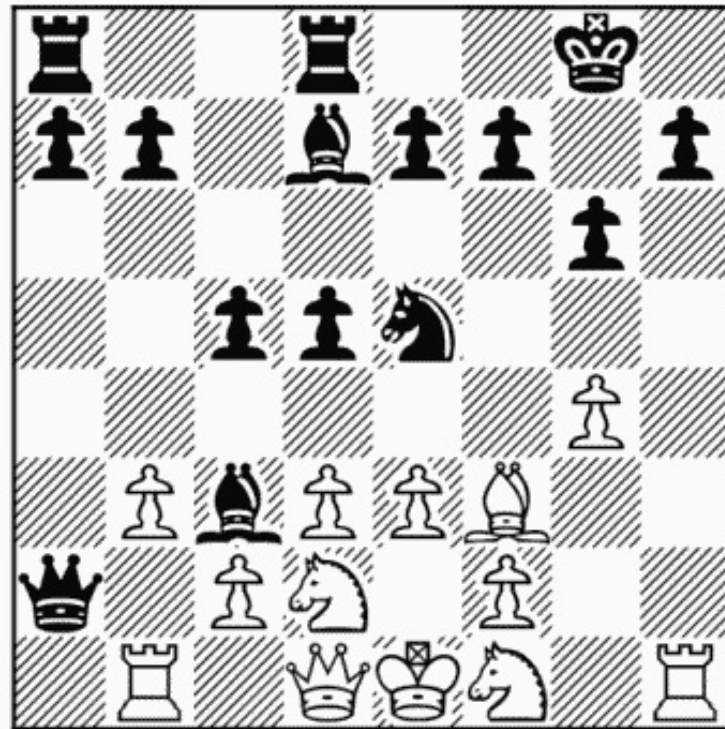
*Black Moves First*

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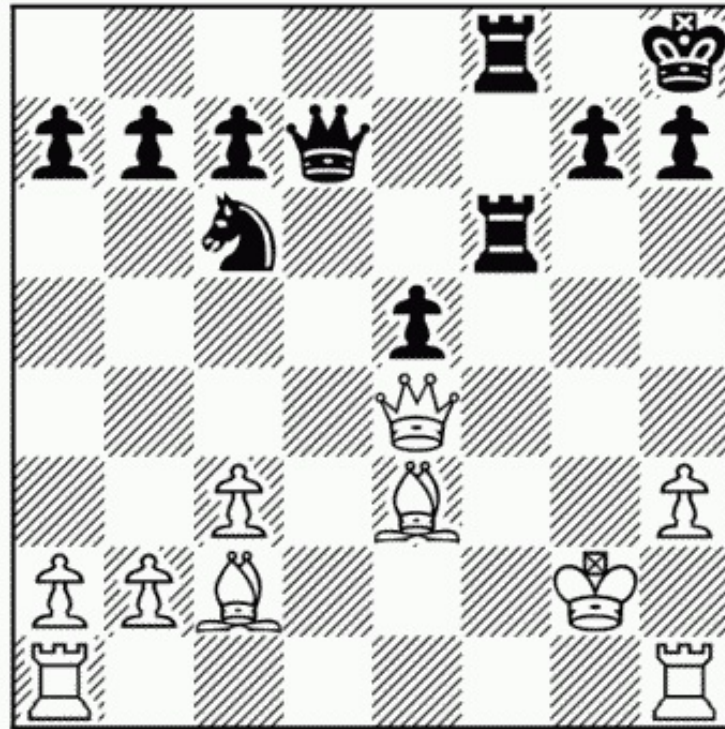




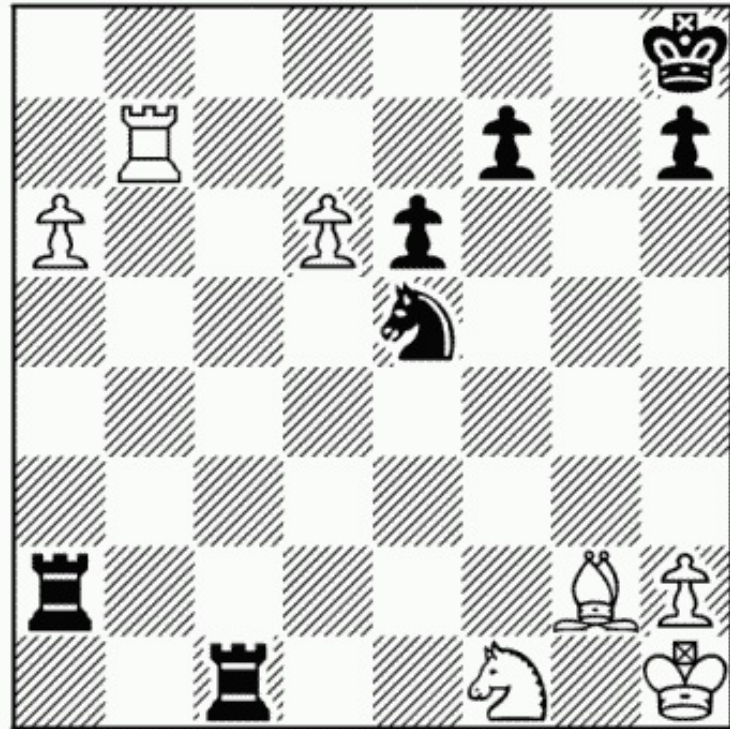


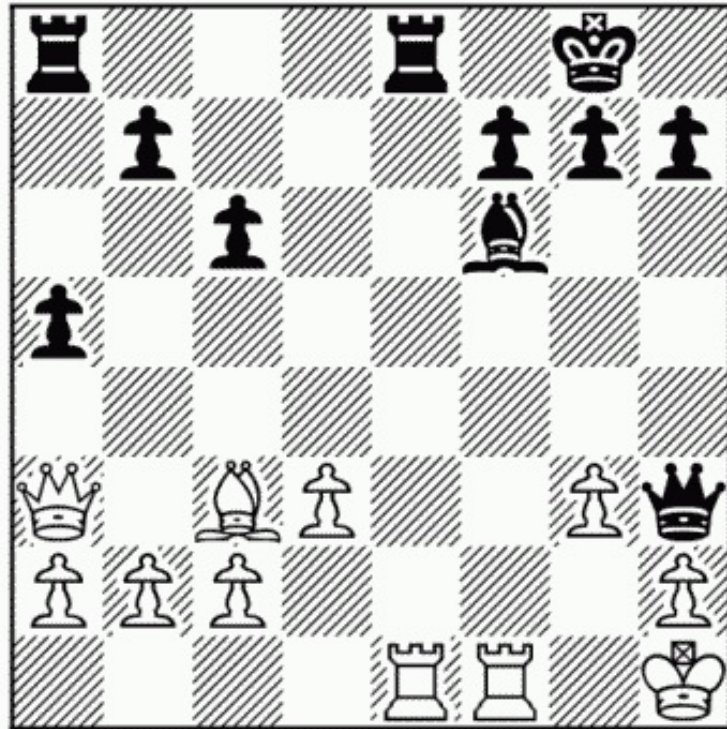




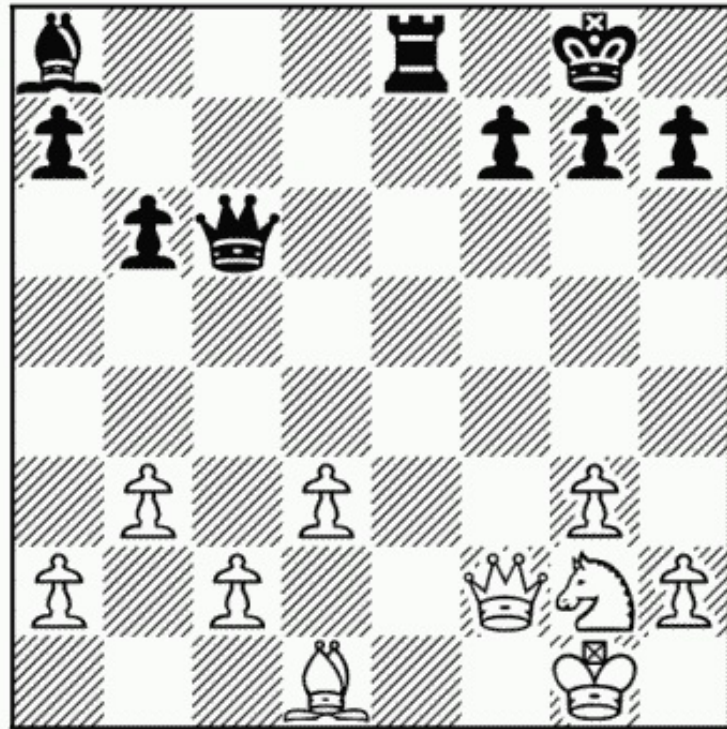


[461](#)

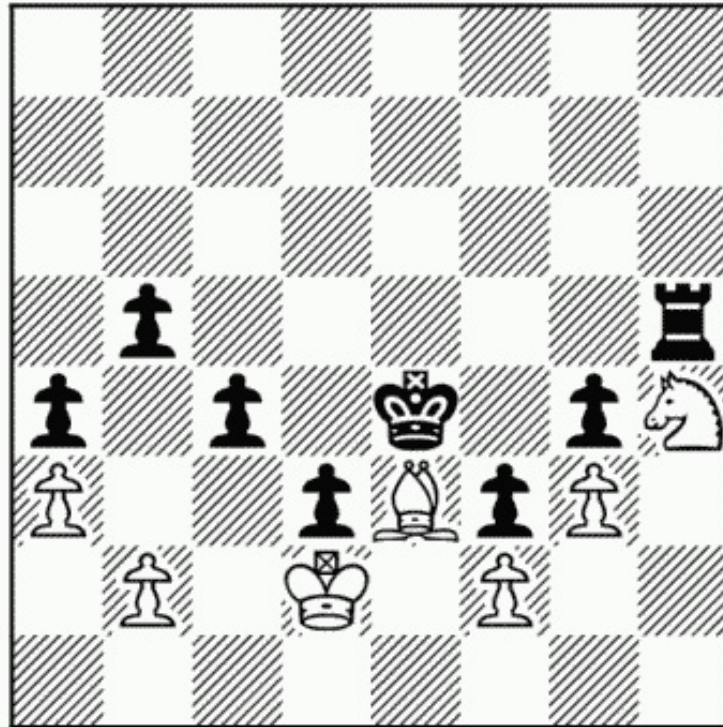




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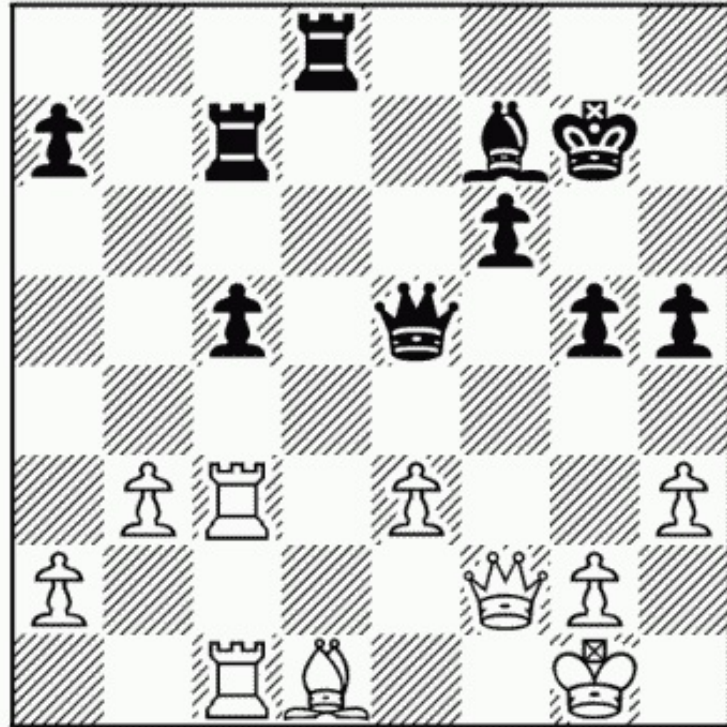


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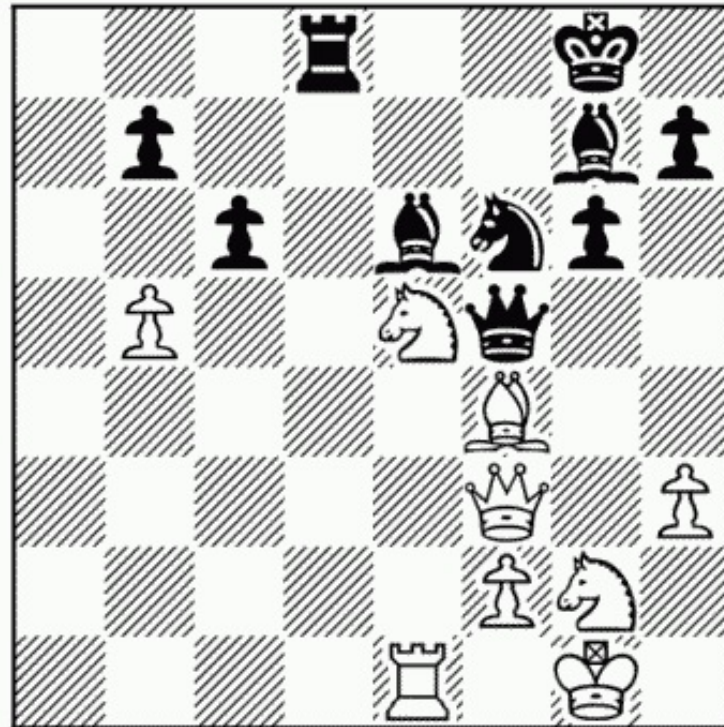




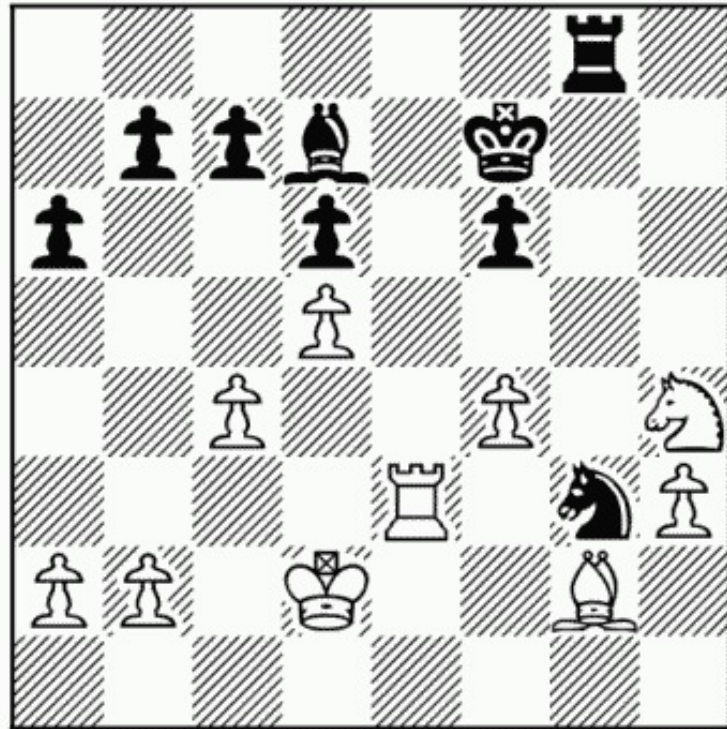
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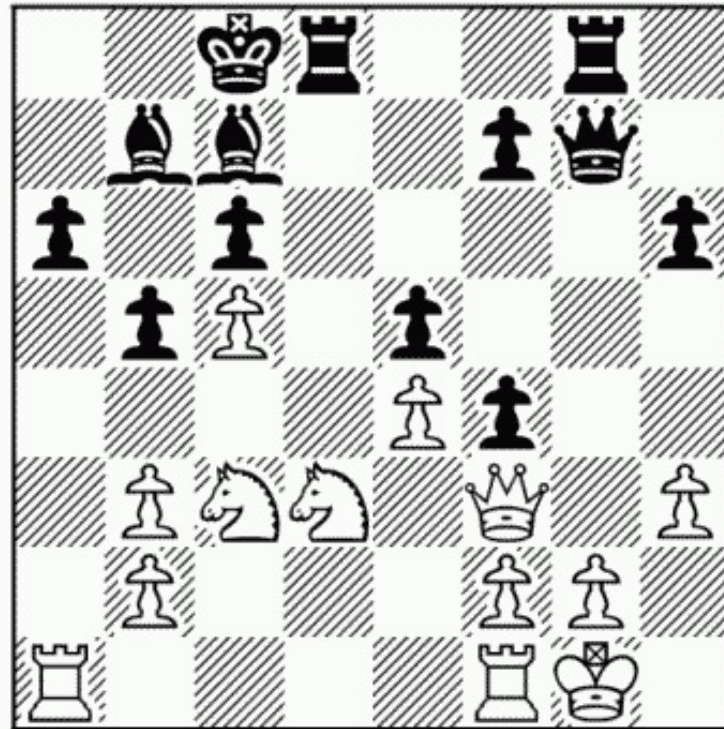


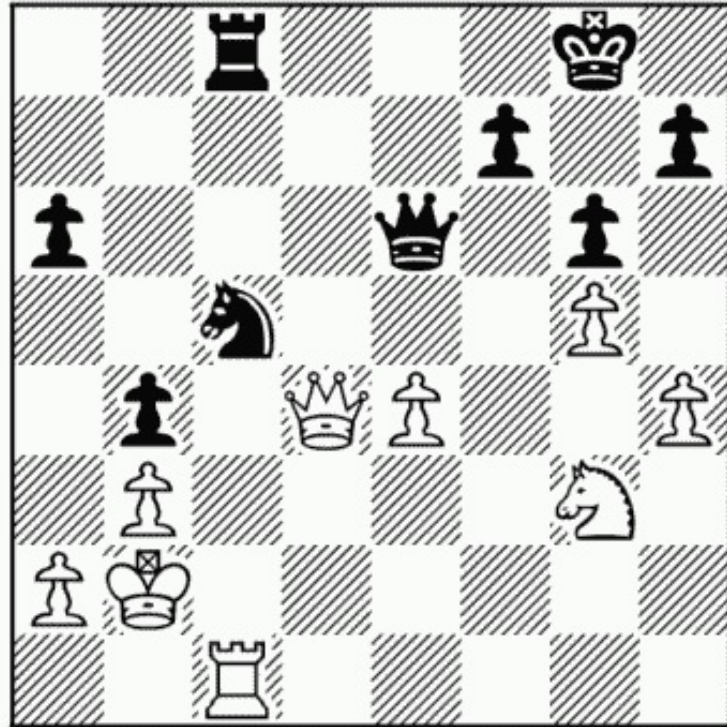


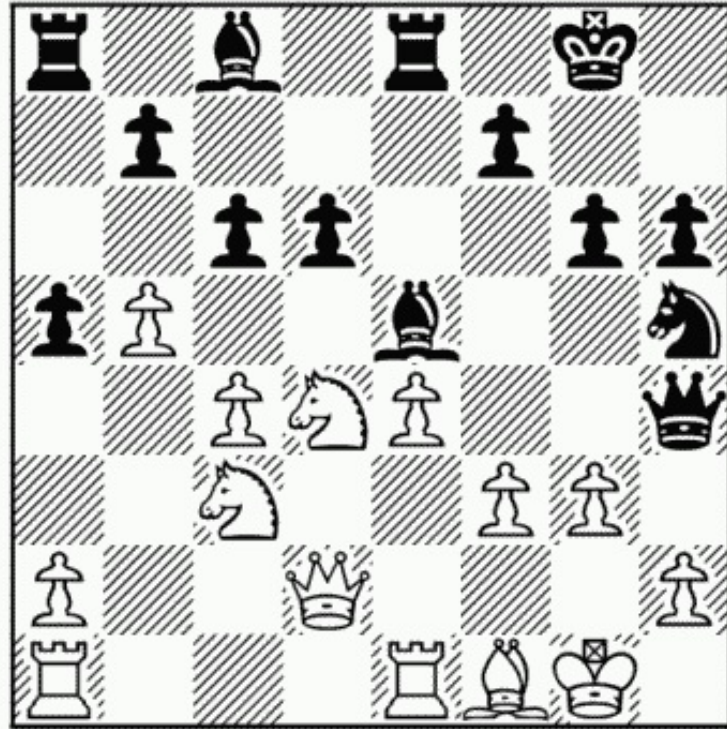


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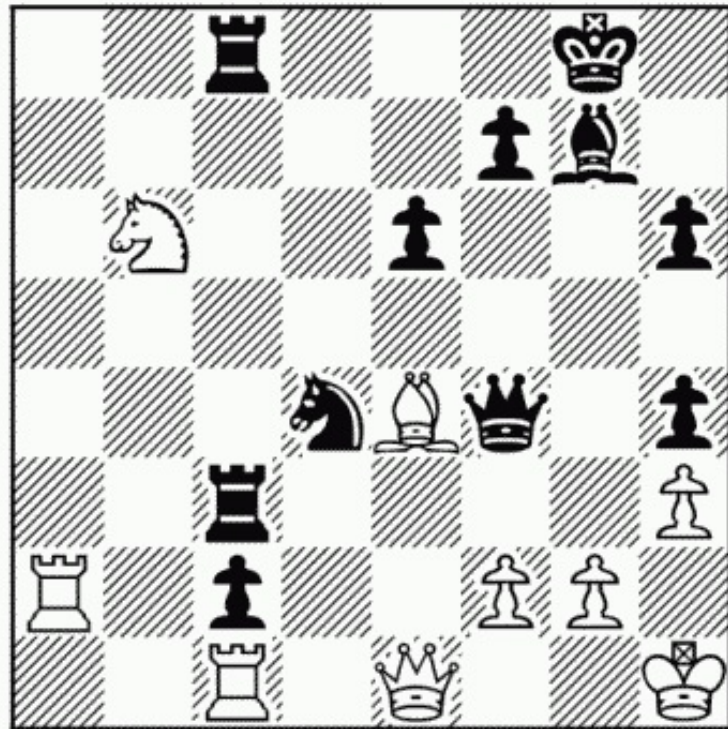




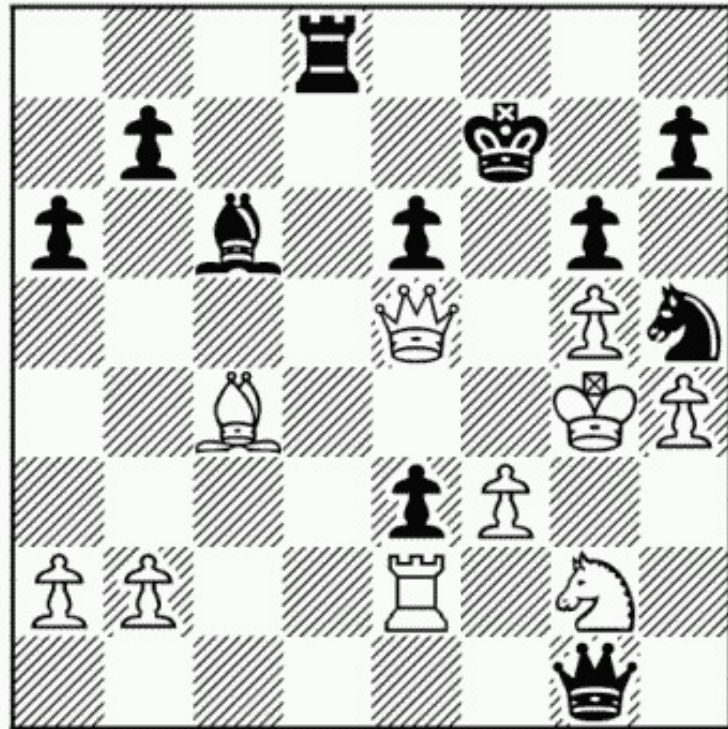


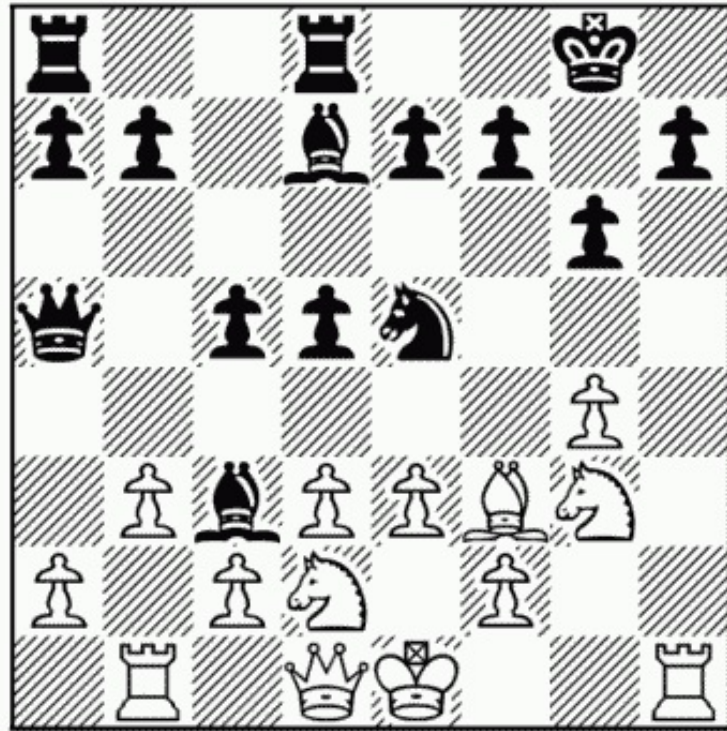


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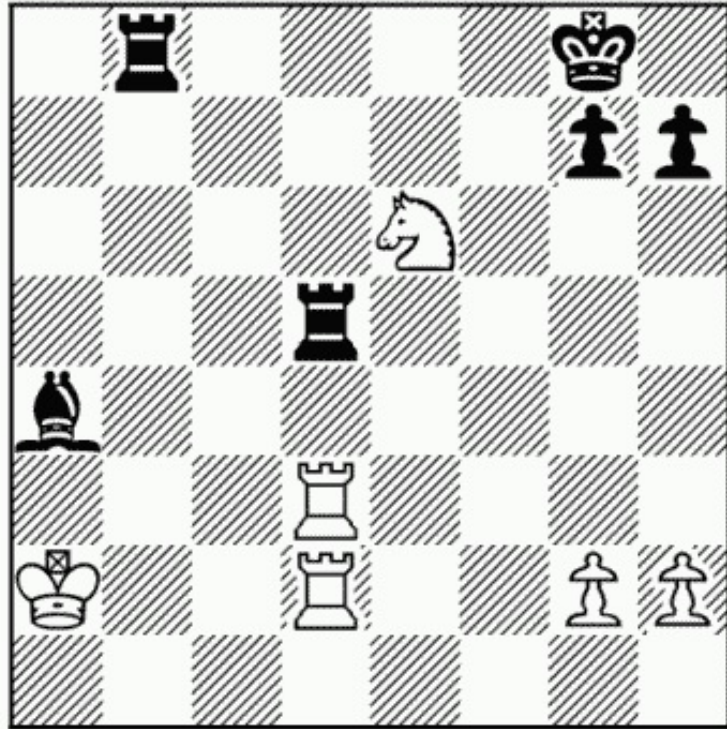








[474](#)



## 8. Removing the Guard

The principle underlying this theme is the very essence of chess logic. *If Piece A guards Piece B, attack Piece A and you win one or the other.*

In [Diagram 477](#) for example, Black's knight at e4 is attacked by queen and bishop and defended by queen and bishop. White knocks out the protective bishop and thus succeeds in winning the vulnerable knight.

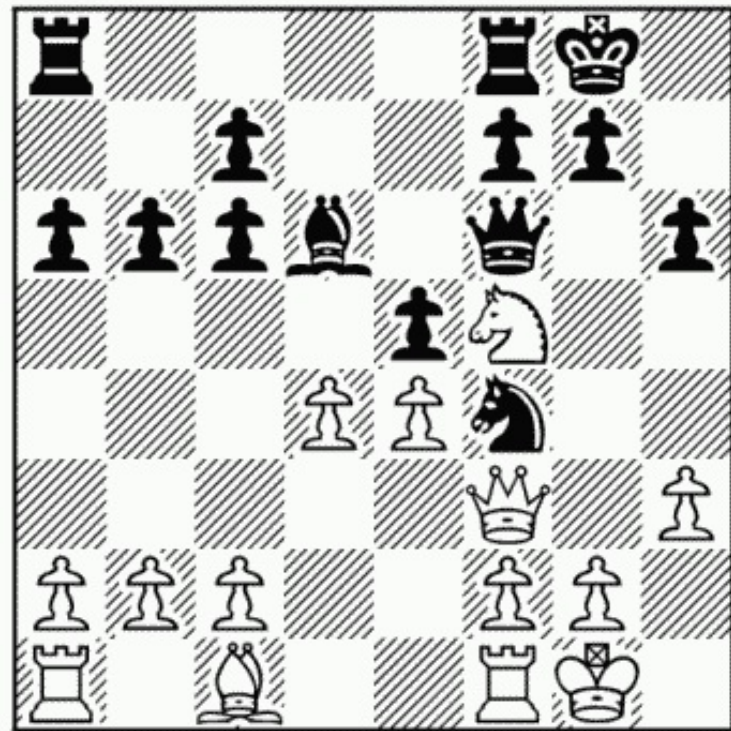
And in [Diagram 484](#) Black's rook protects Black's queen. But not for long, for White immediately removes the guardian rook.

Note also in [Diagram 486](#) how Black's guardian queen is removed, forcing the win of black's unguarded rook.

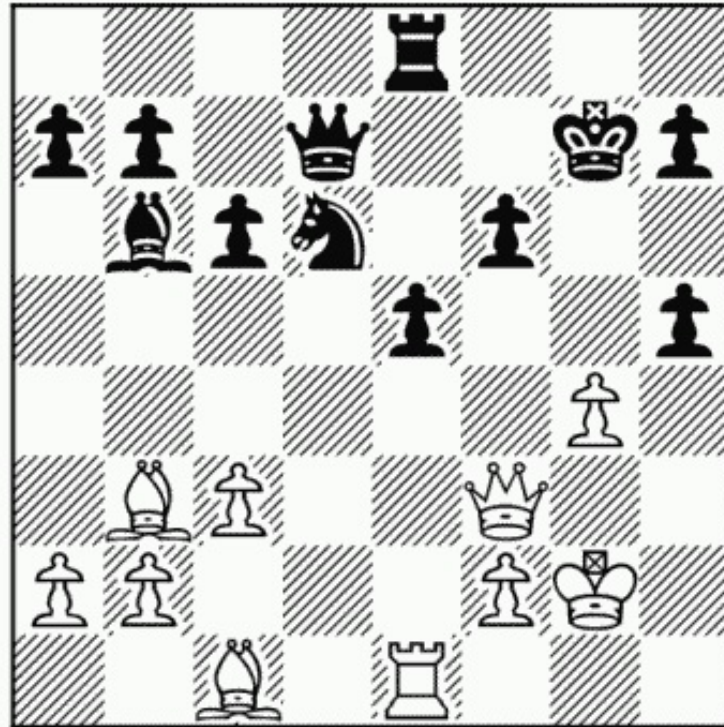
Removing the guard is one of the most useful of all the tactical themes. In chess, there is no surer winning method than concentrating on hostile units that are tied down to some vital task. Deprived of mobility, these units are helpless against a determined, well-directed attack.

*White Moves First*

[475](#)

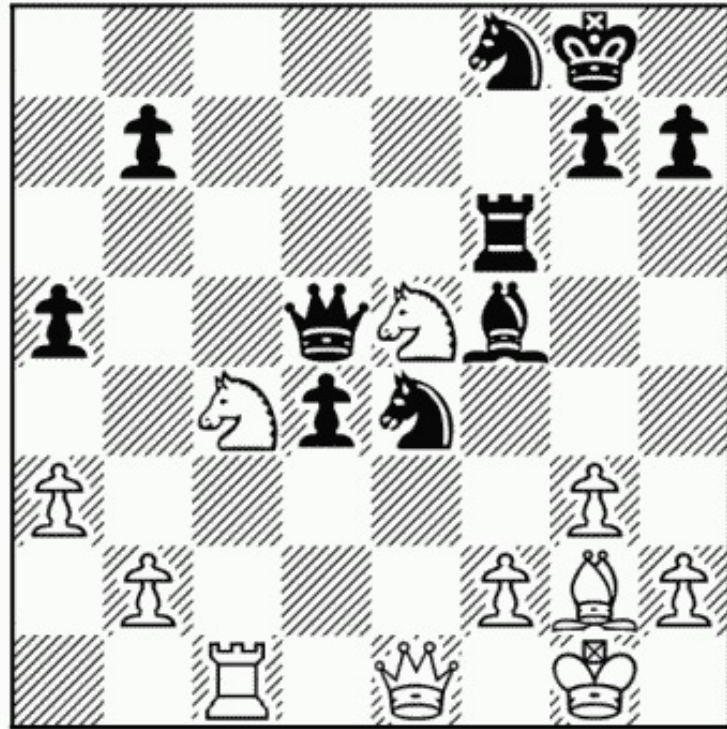


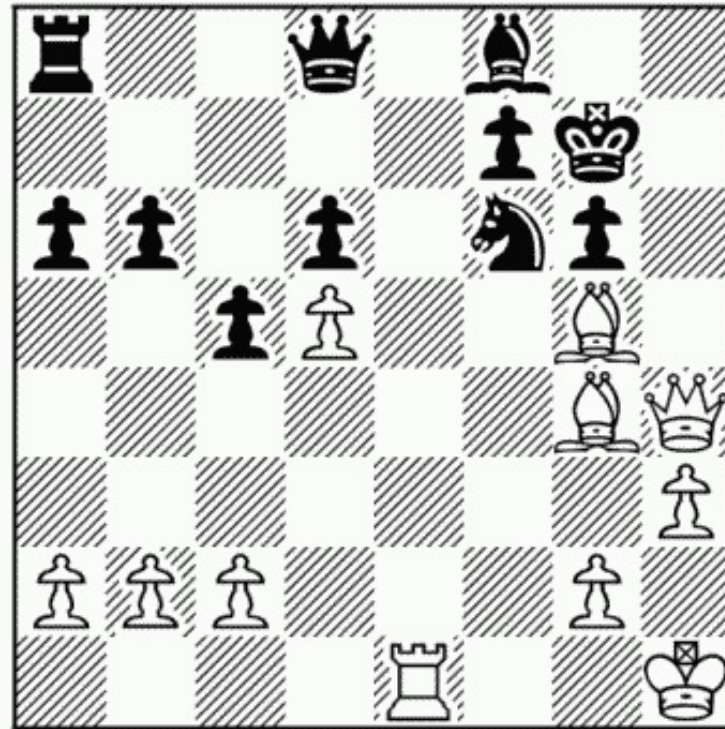
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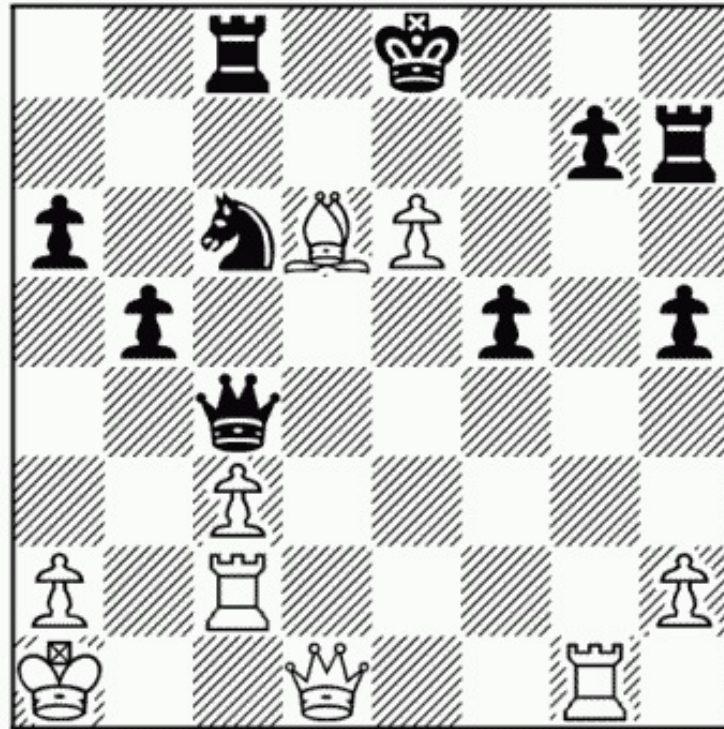


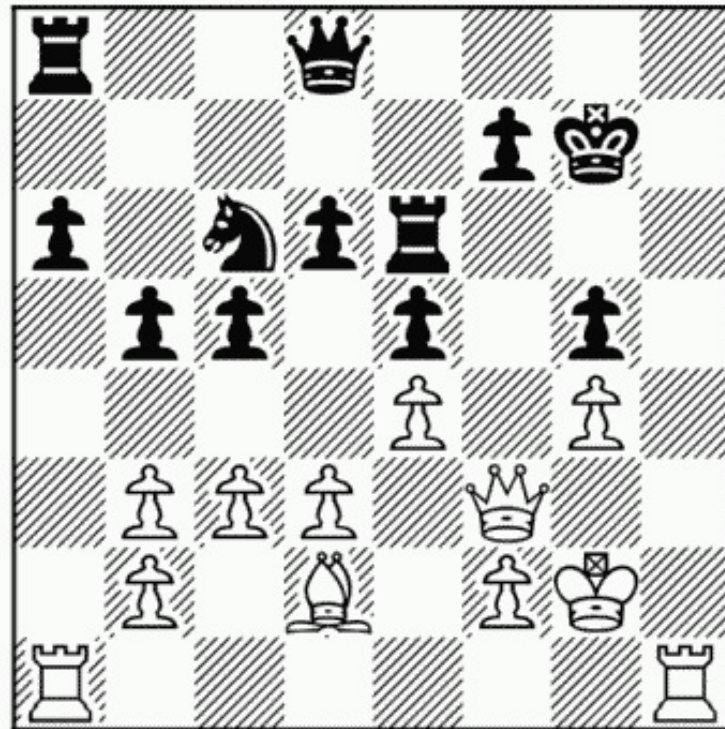
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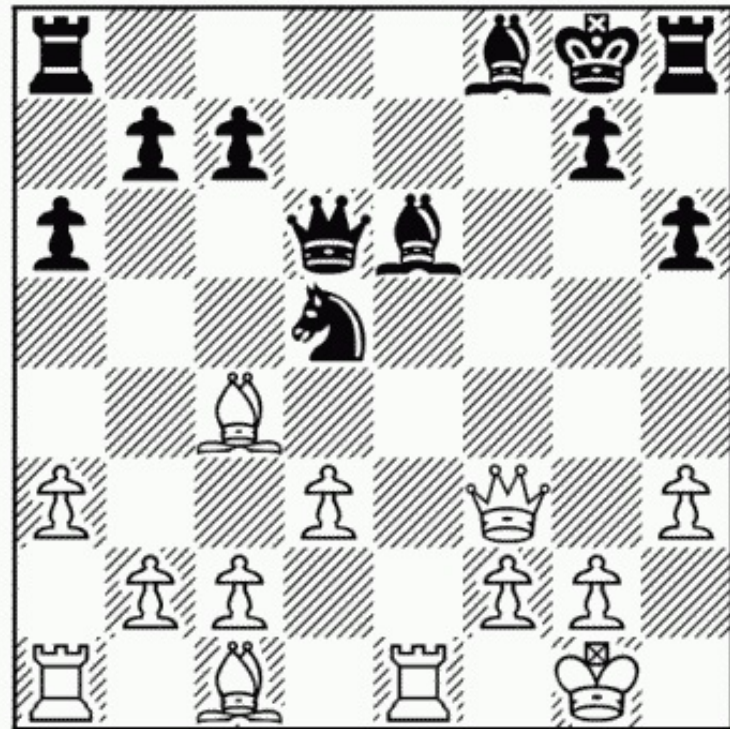




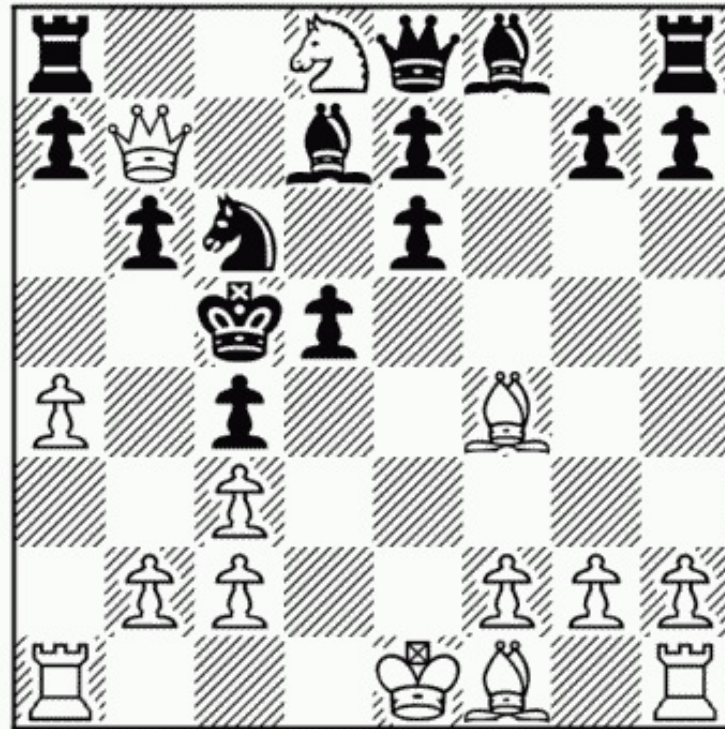
[479](#)



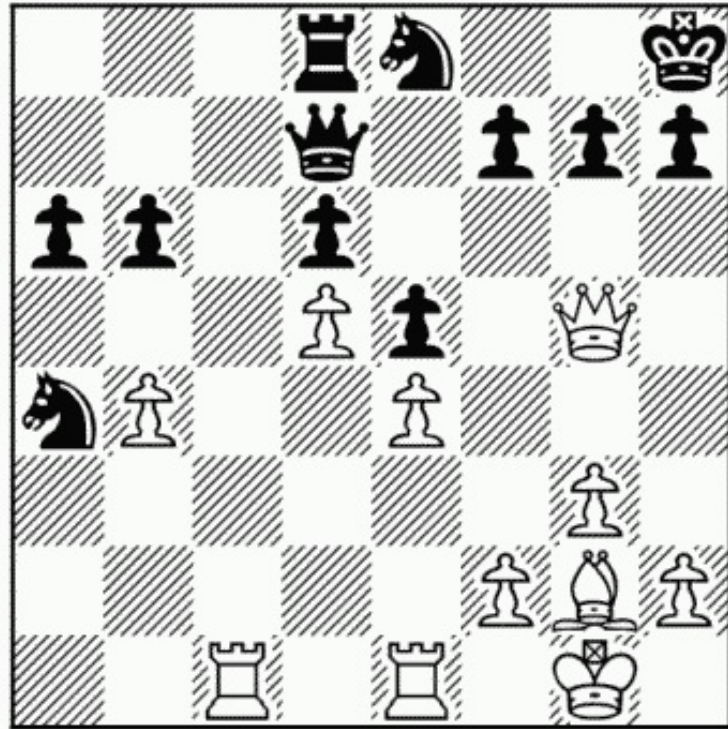




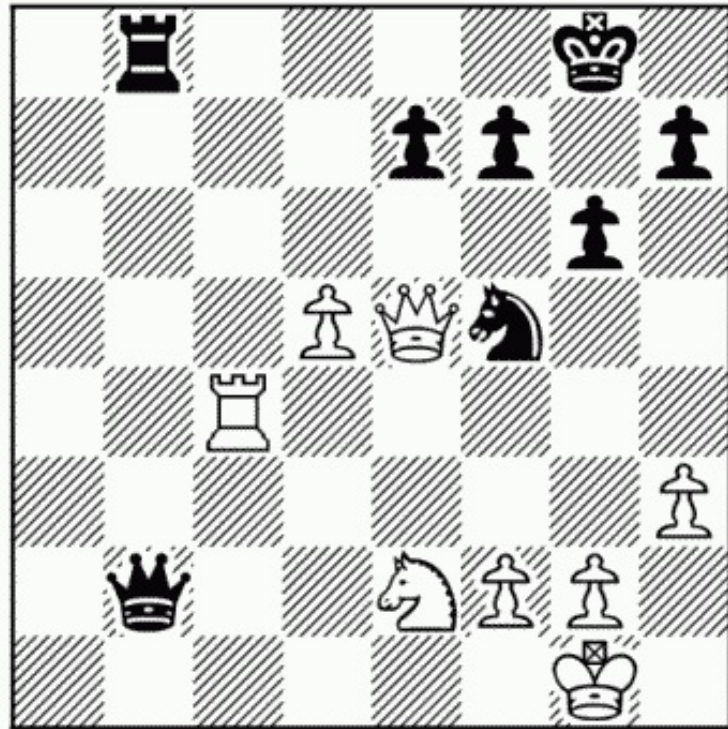




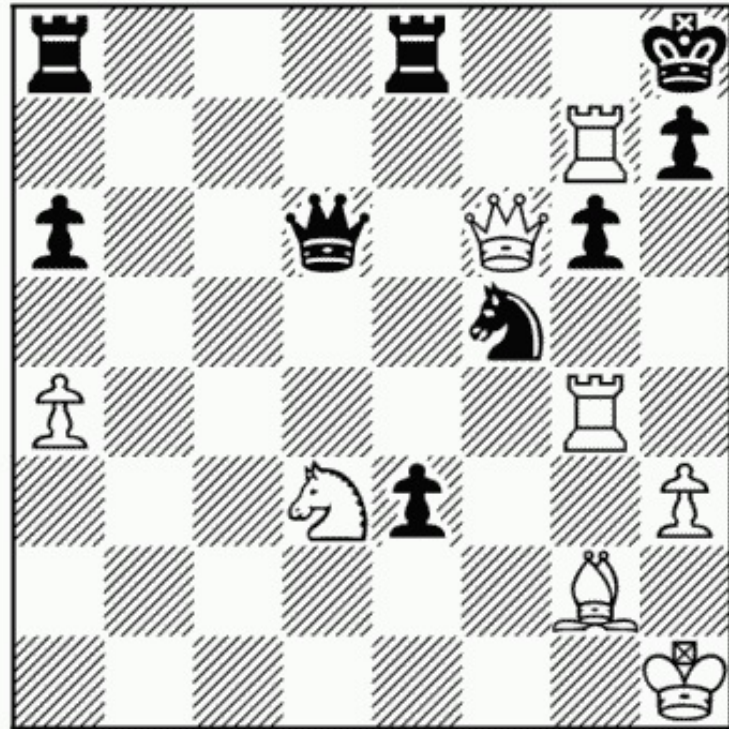


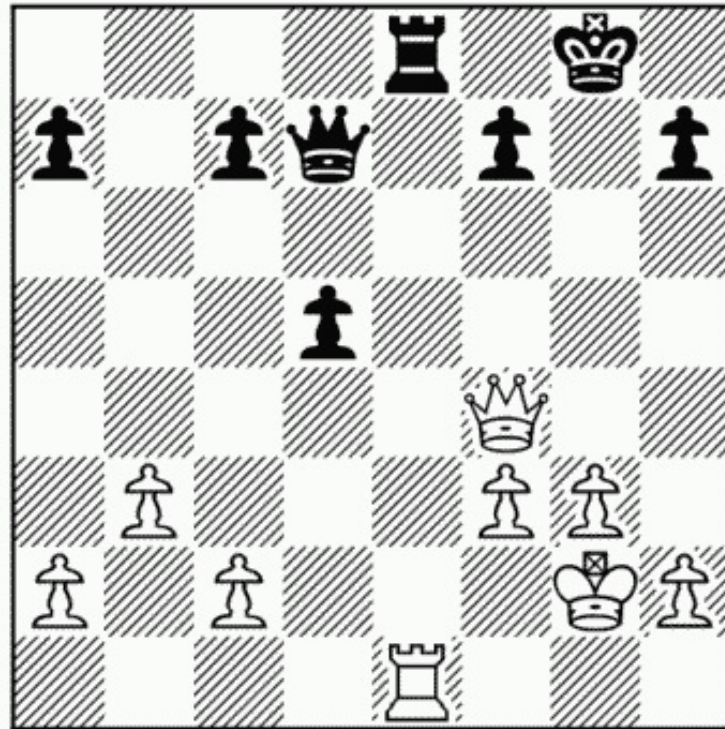


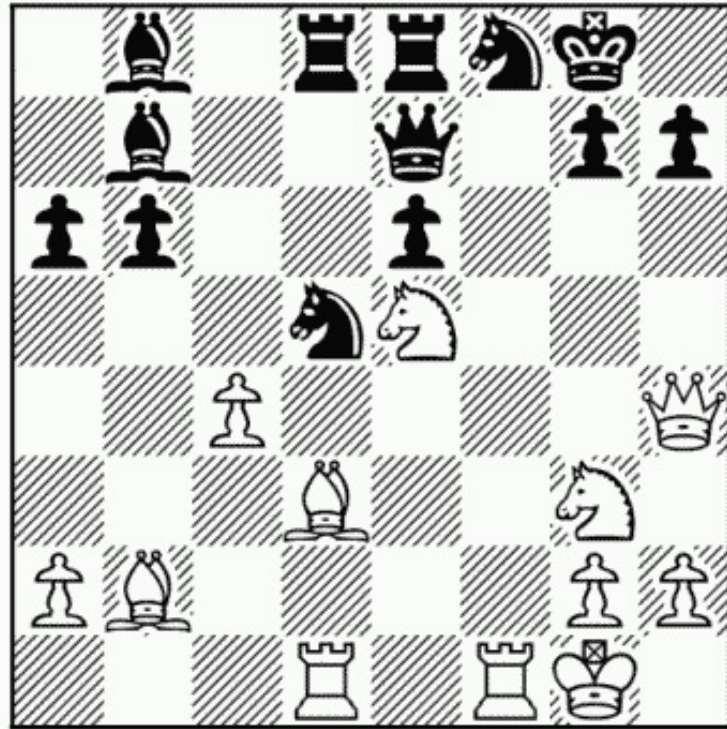
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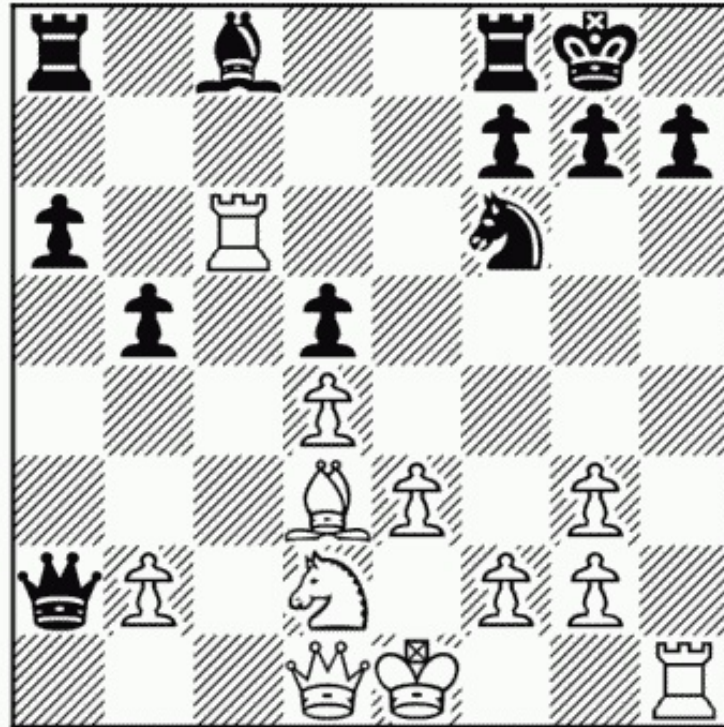
[485](#)





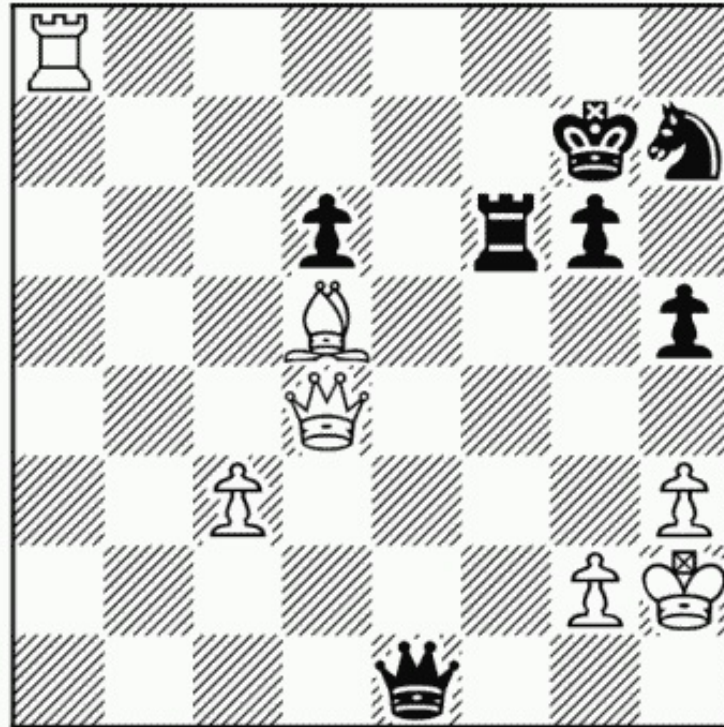


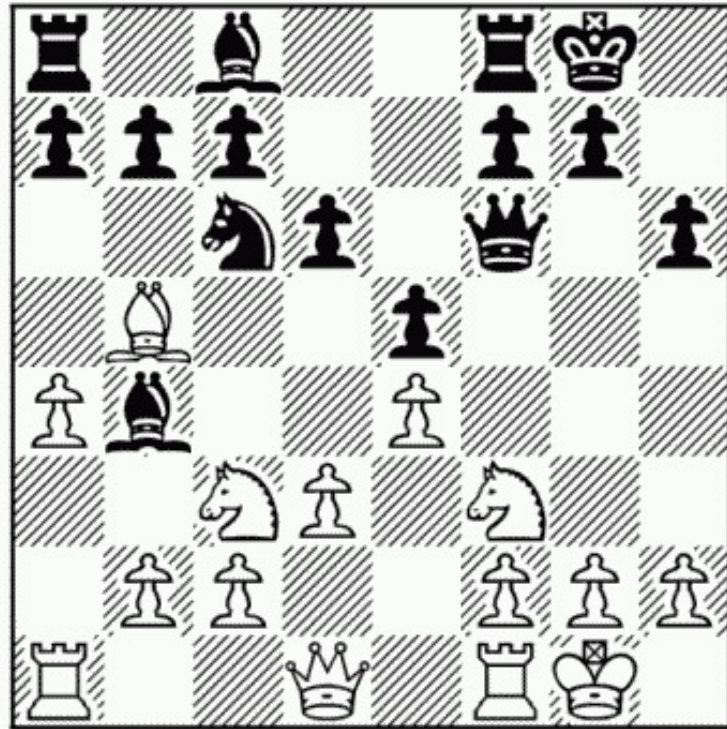


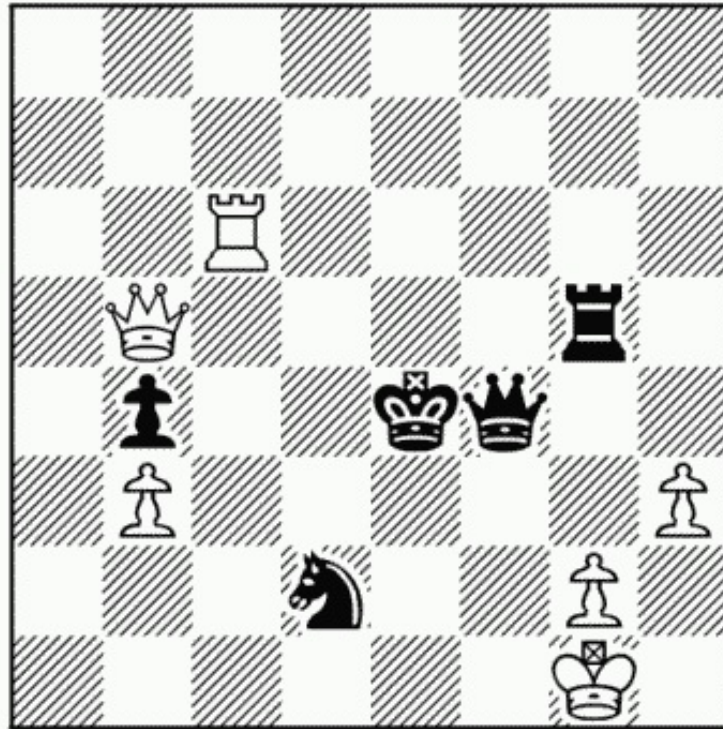


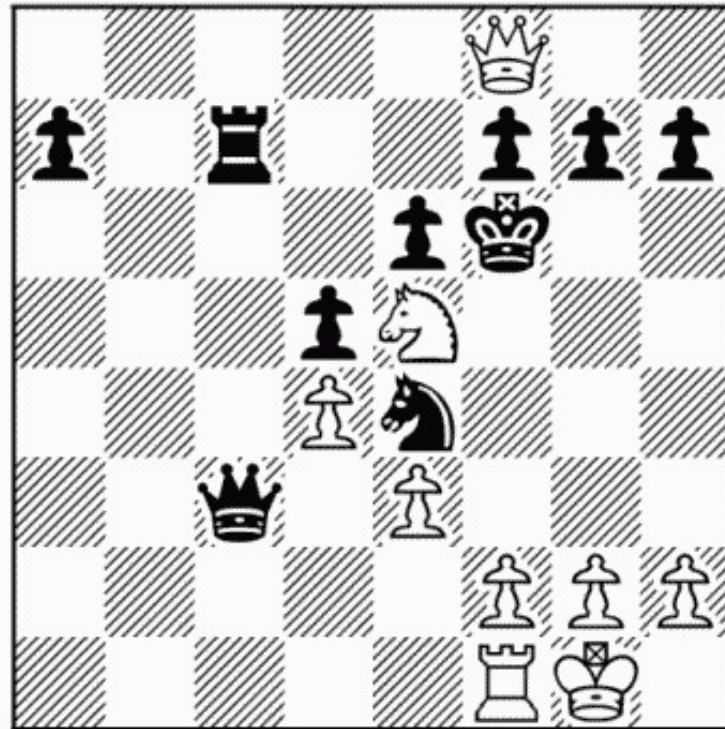


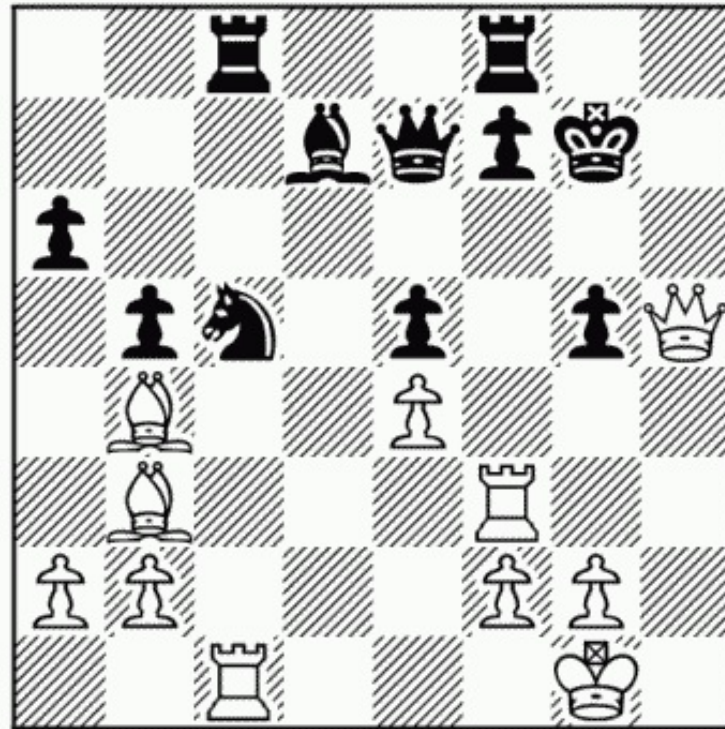
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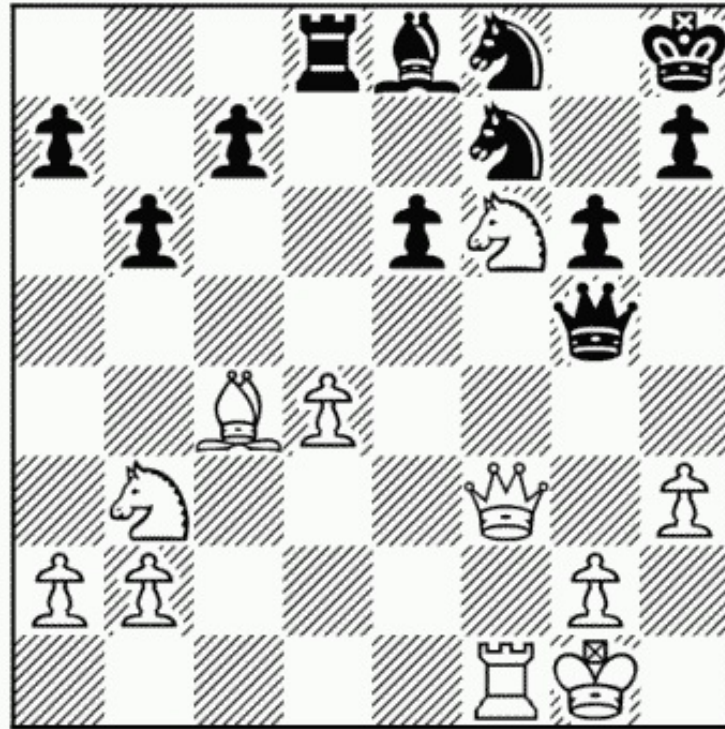






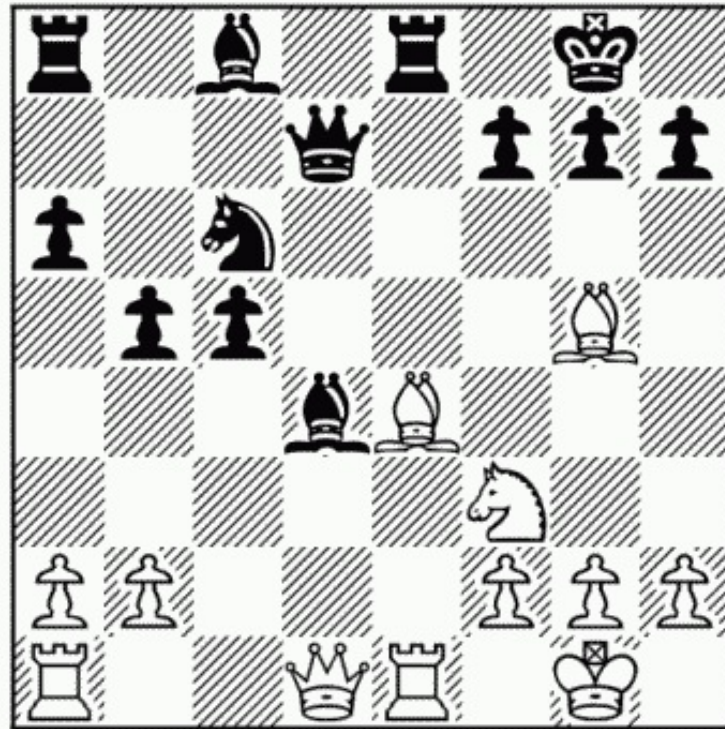


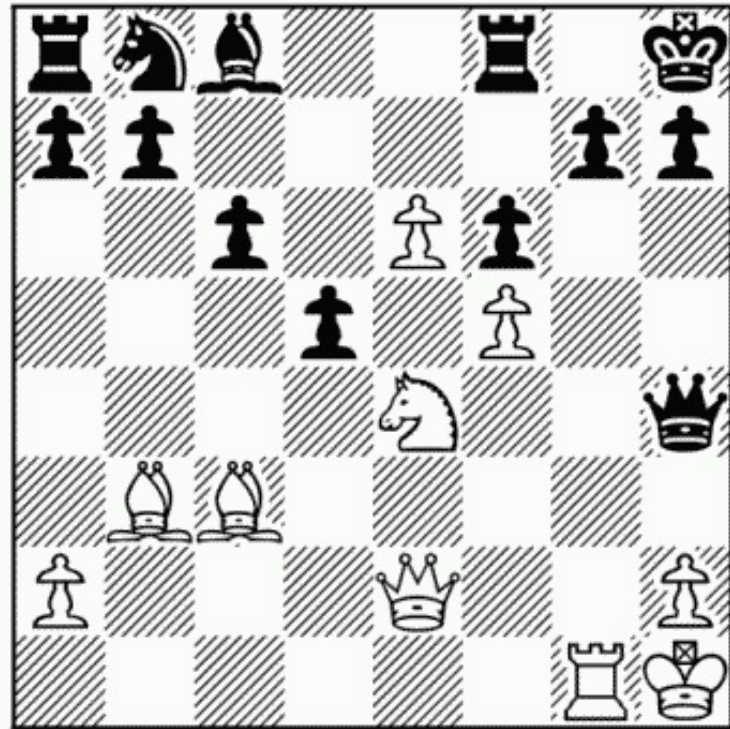


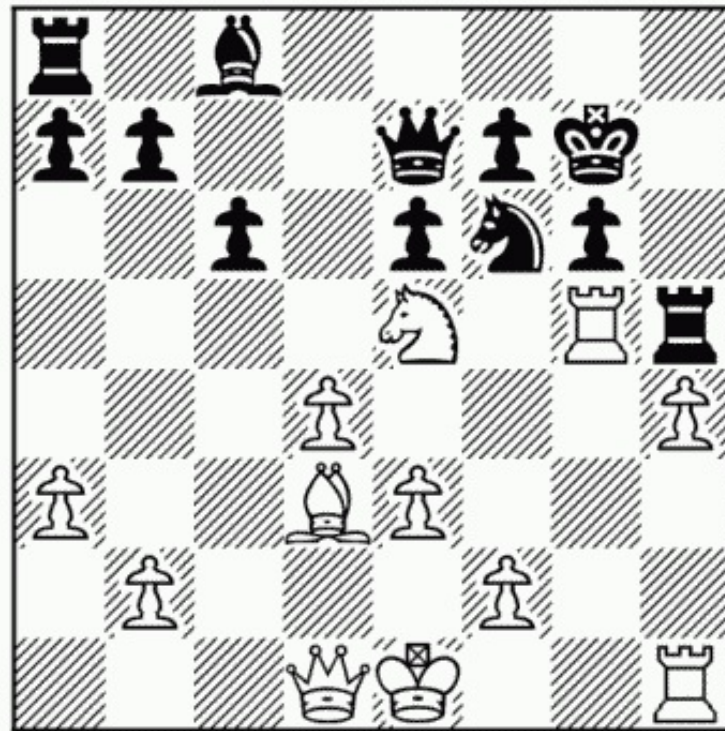




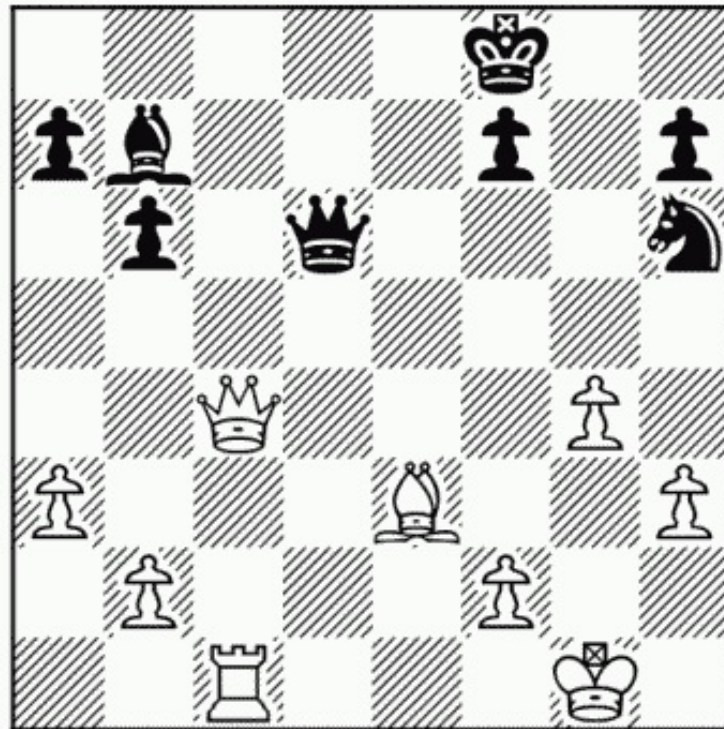
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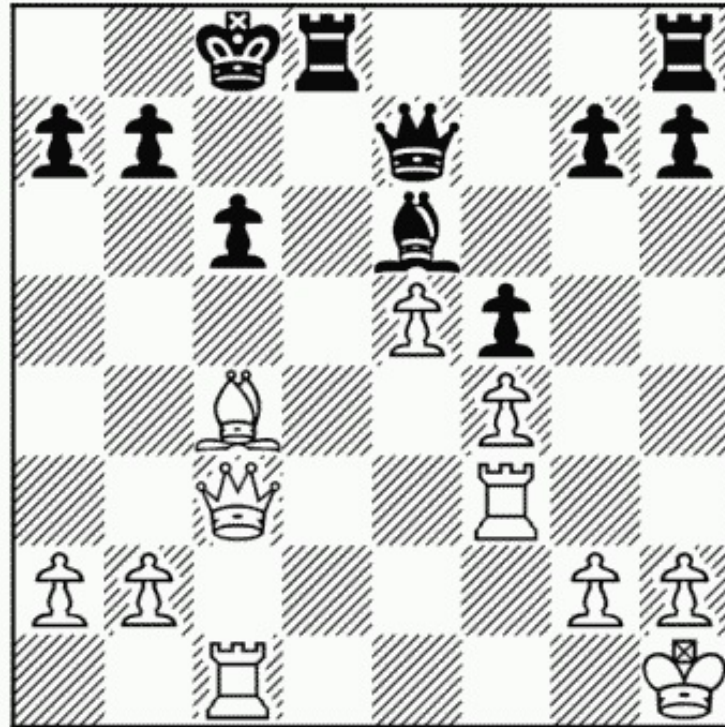






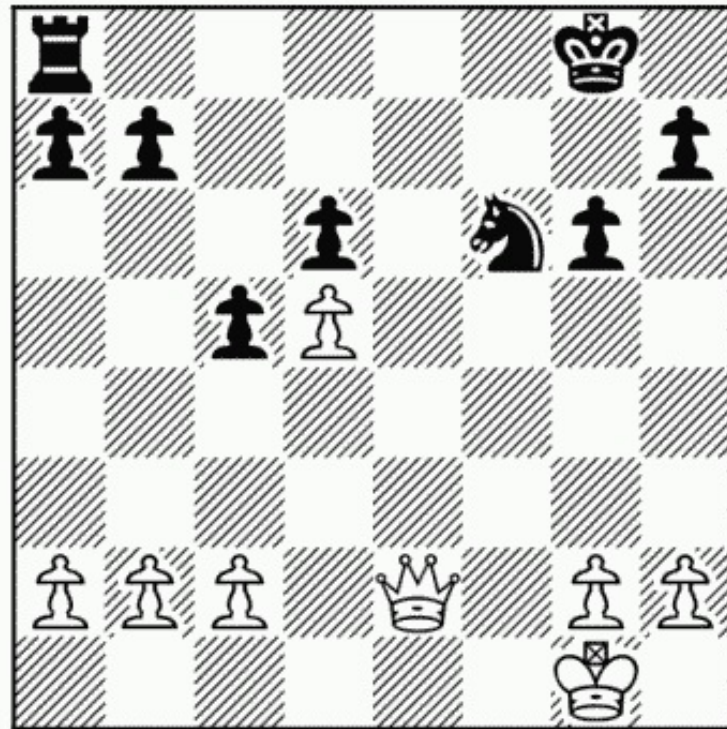
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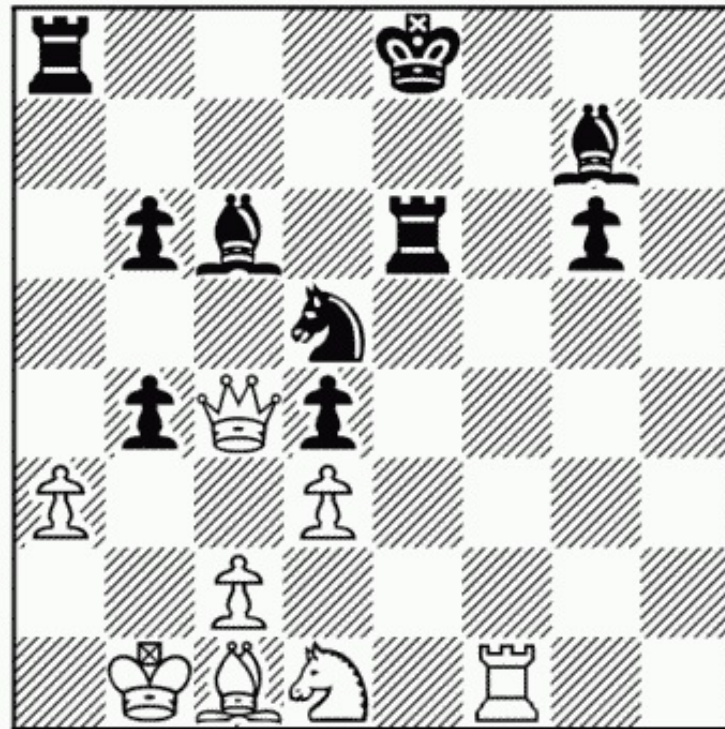


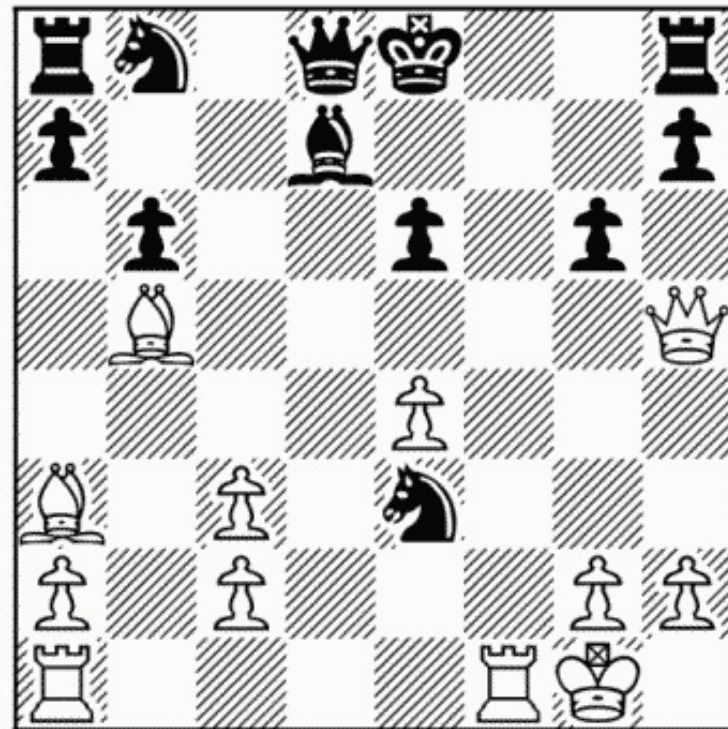
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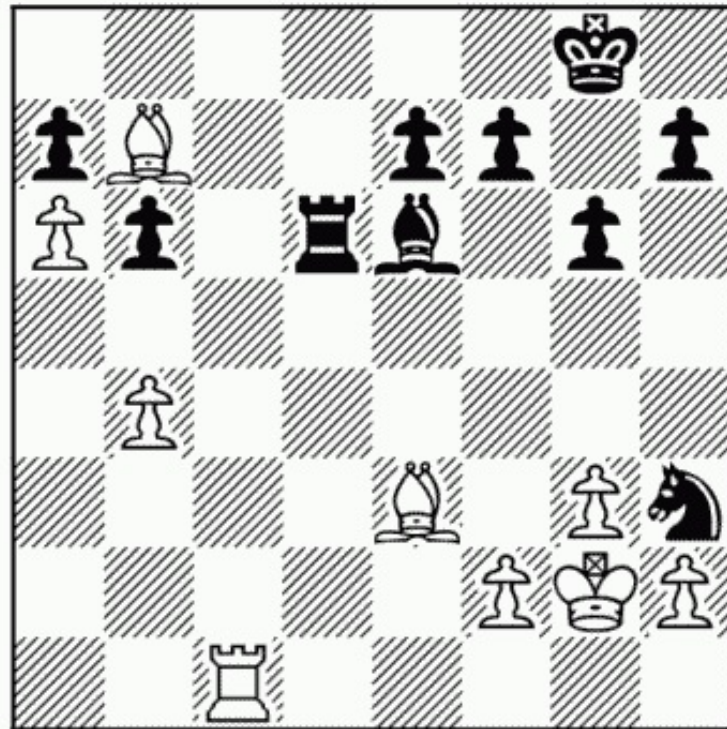


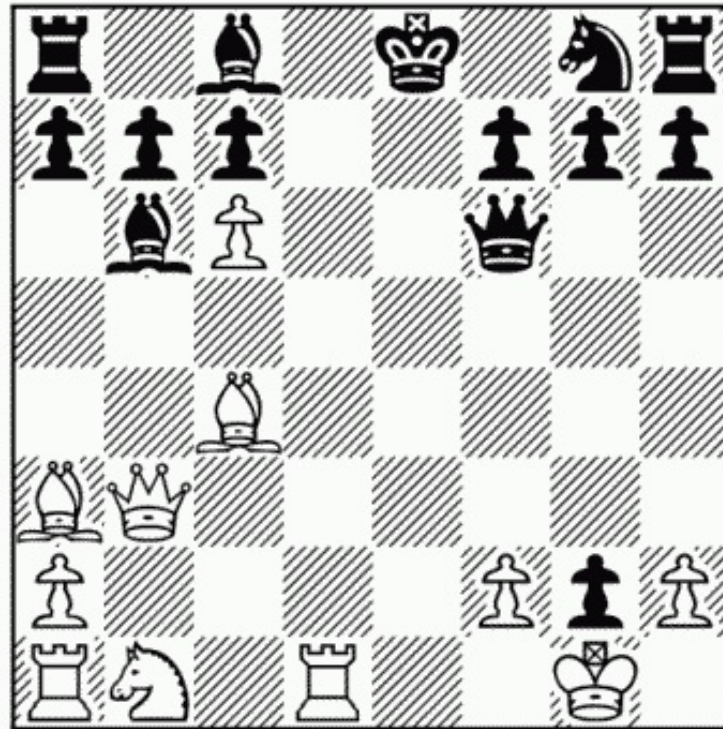


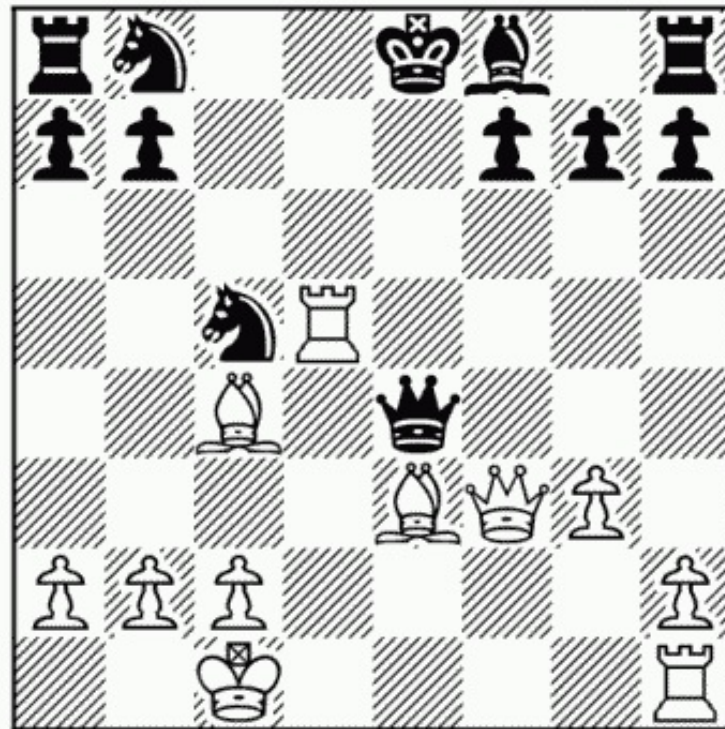
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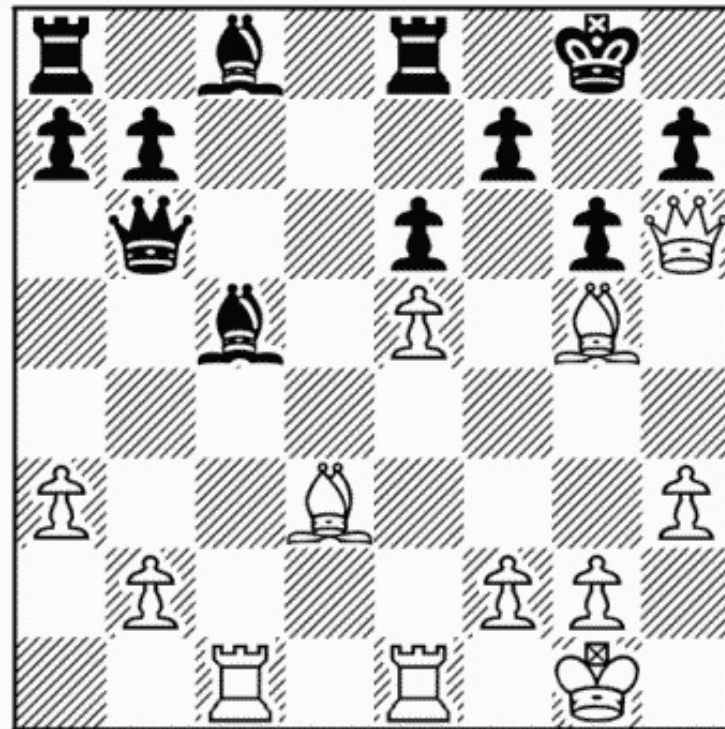




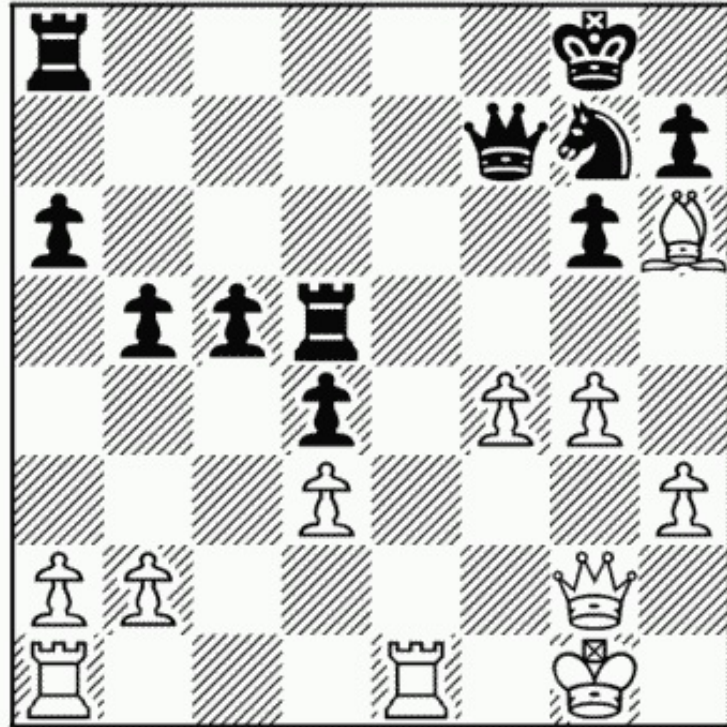


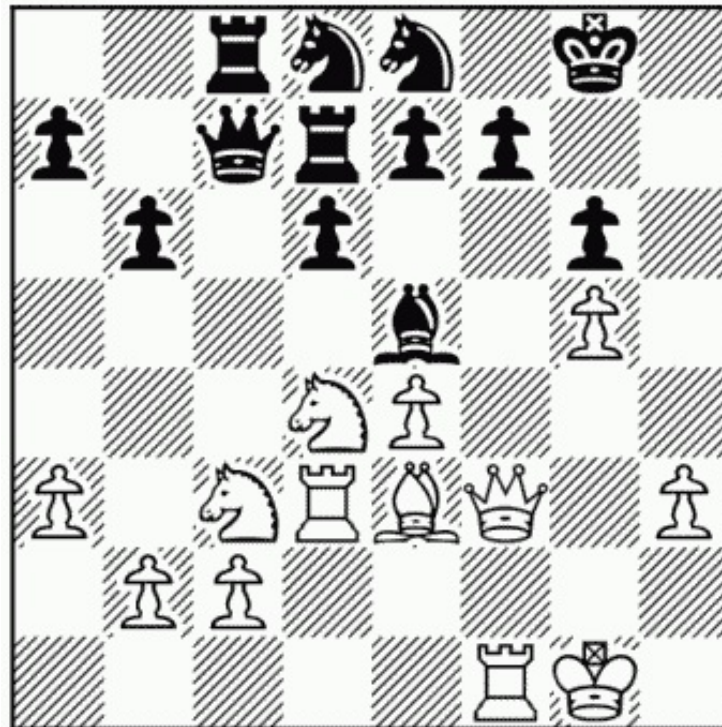


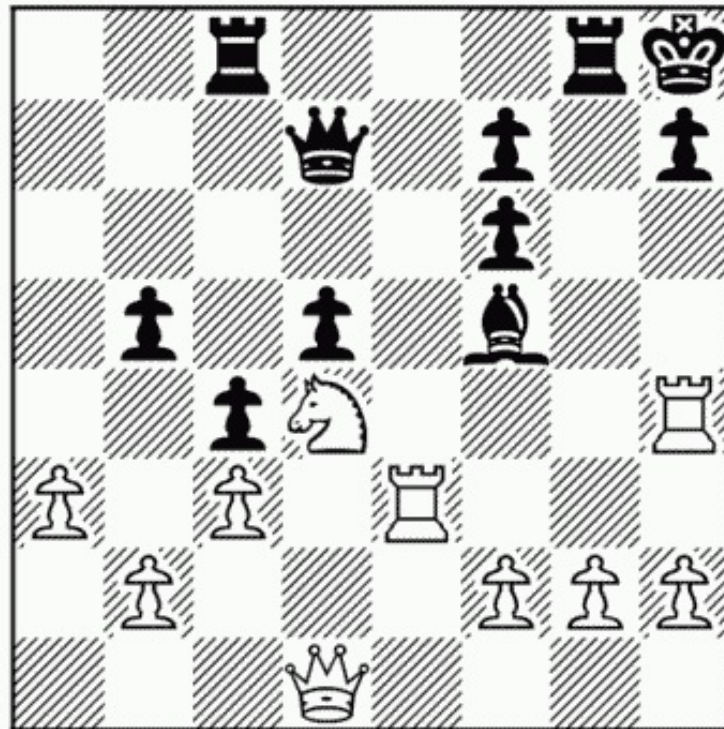


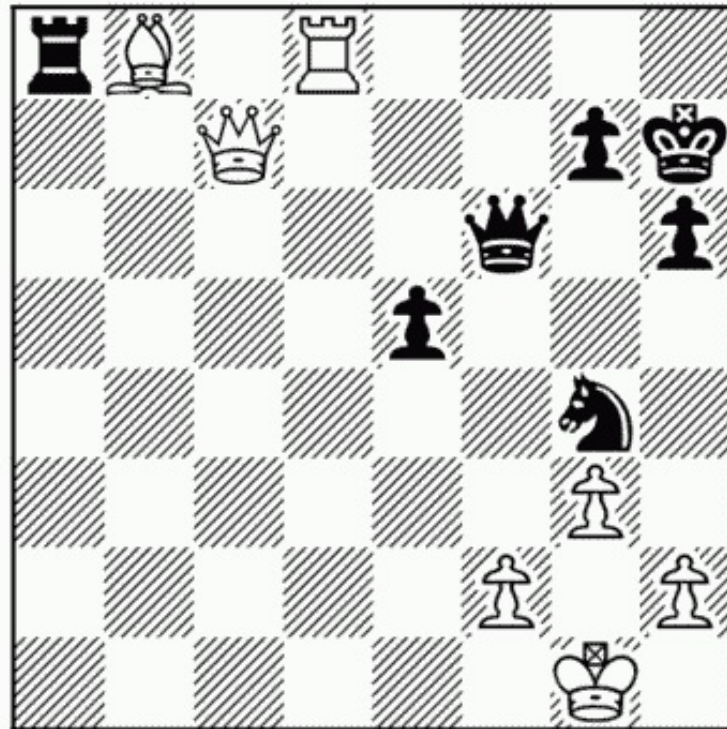


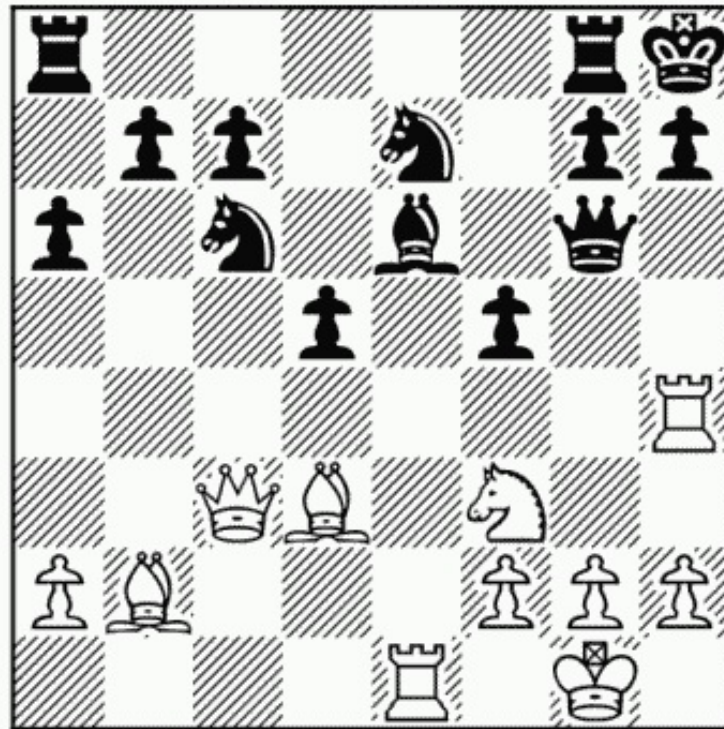




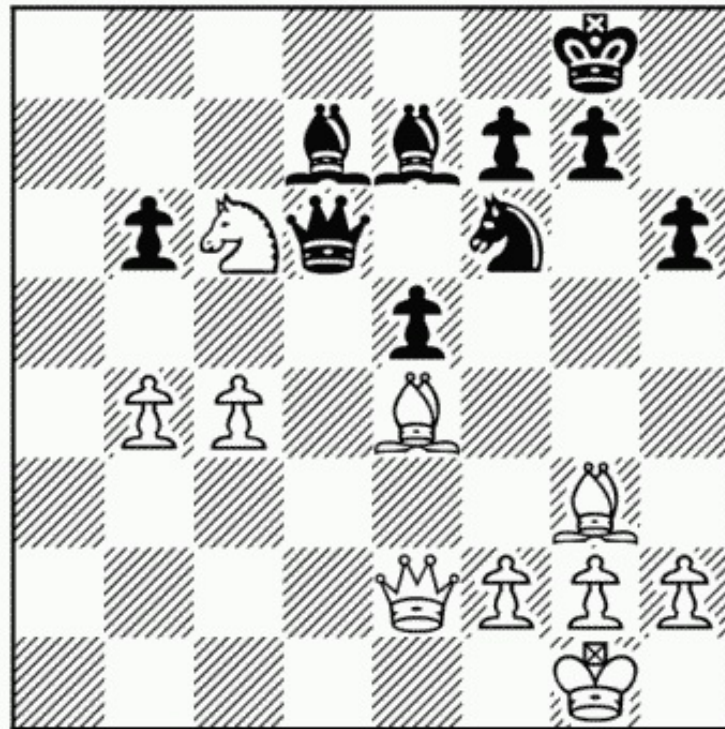




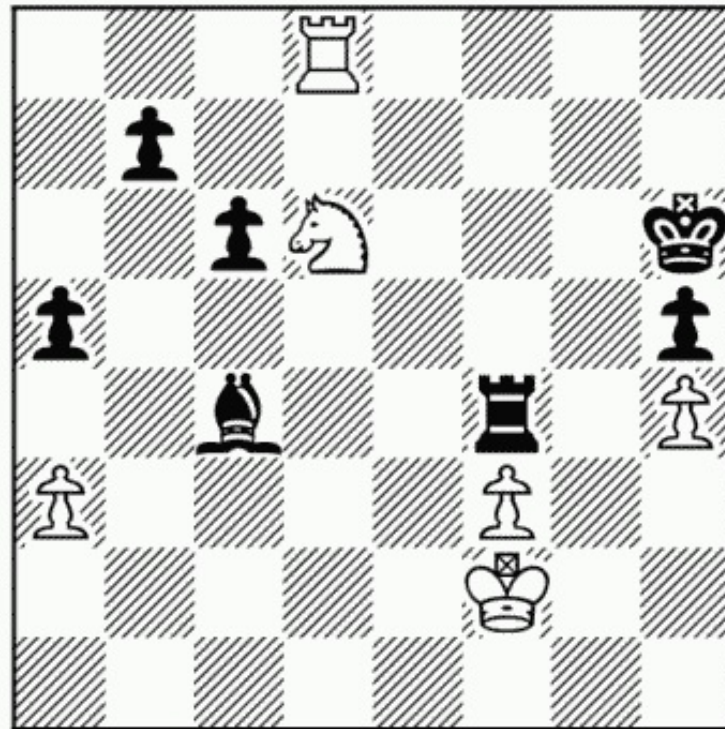


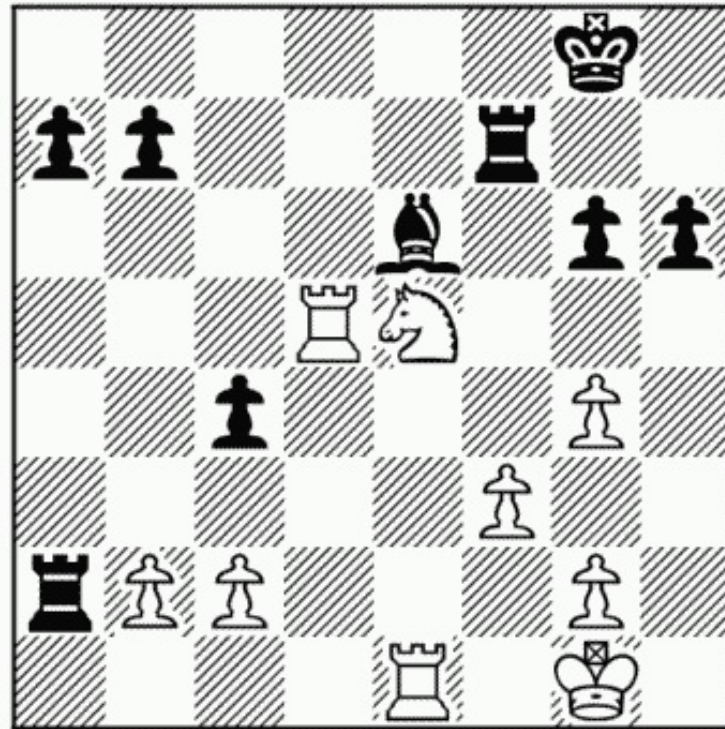


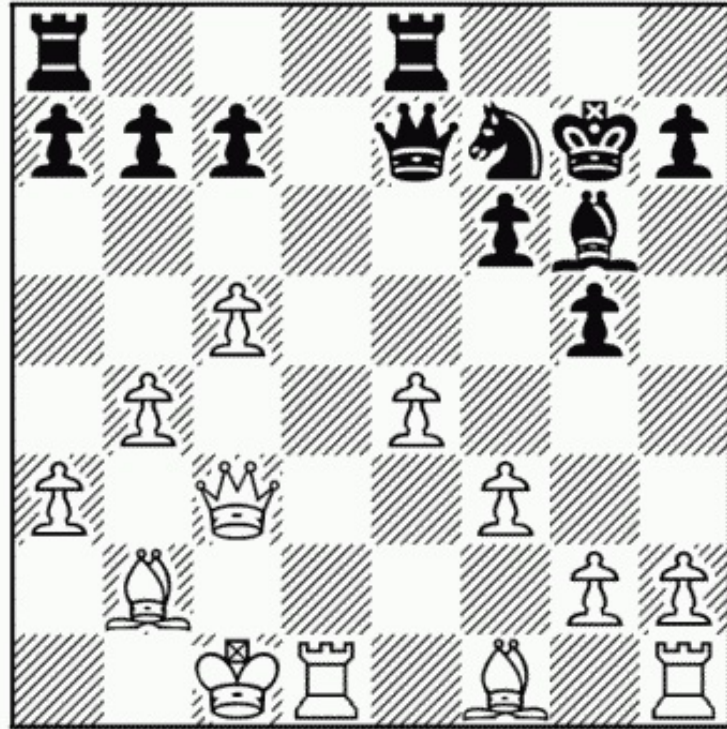


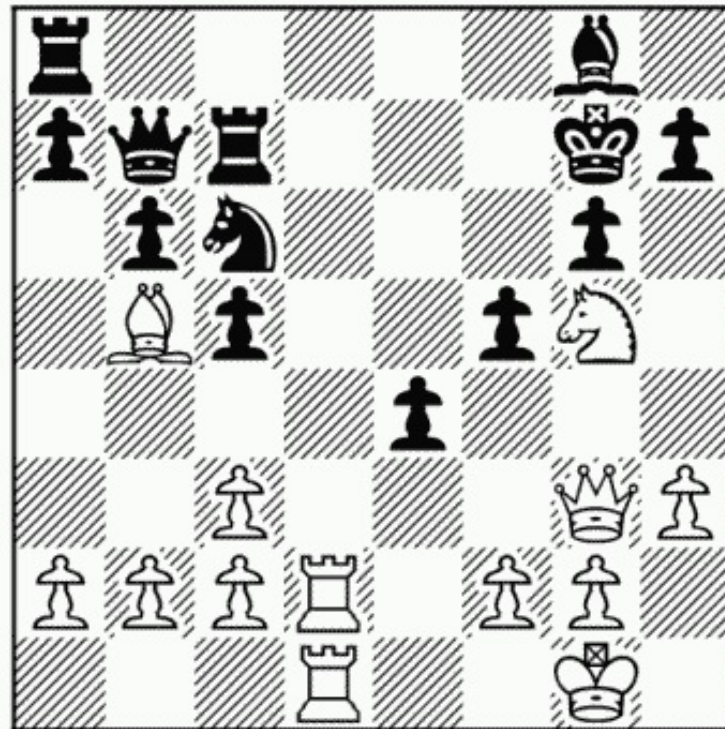




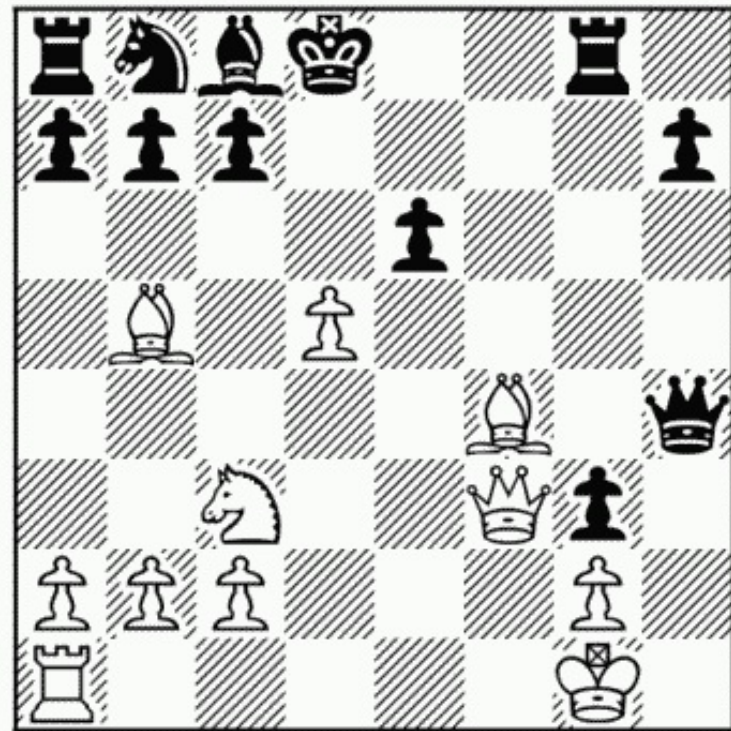




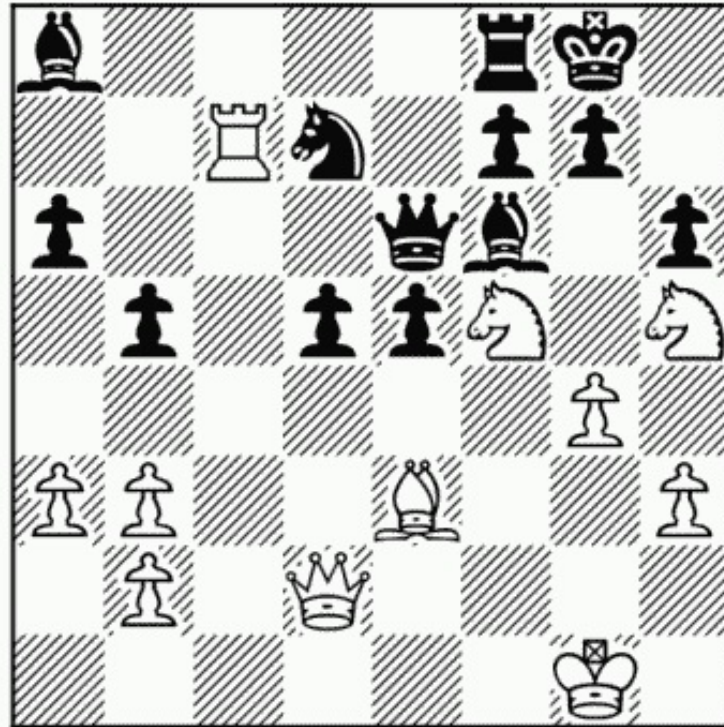


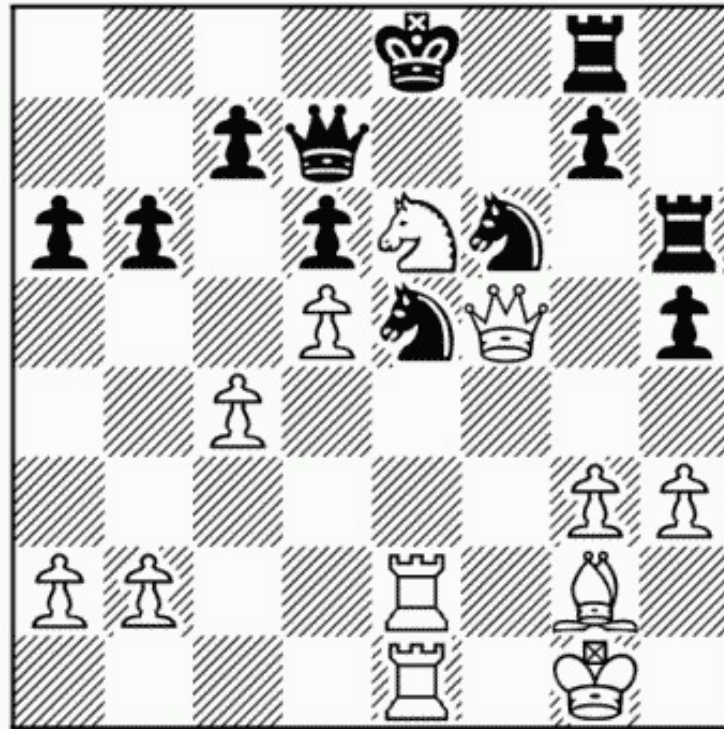


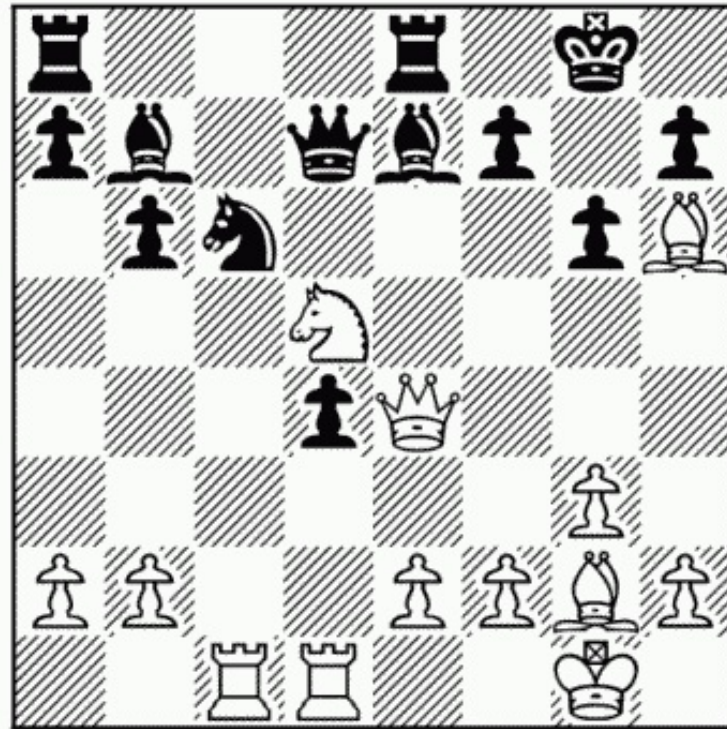
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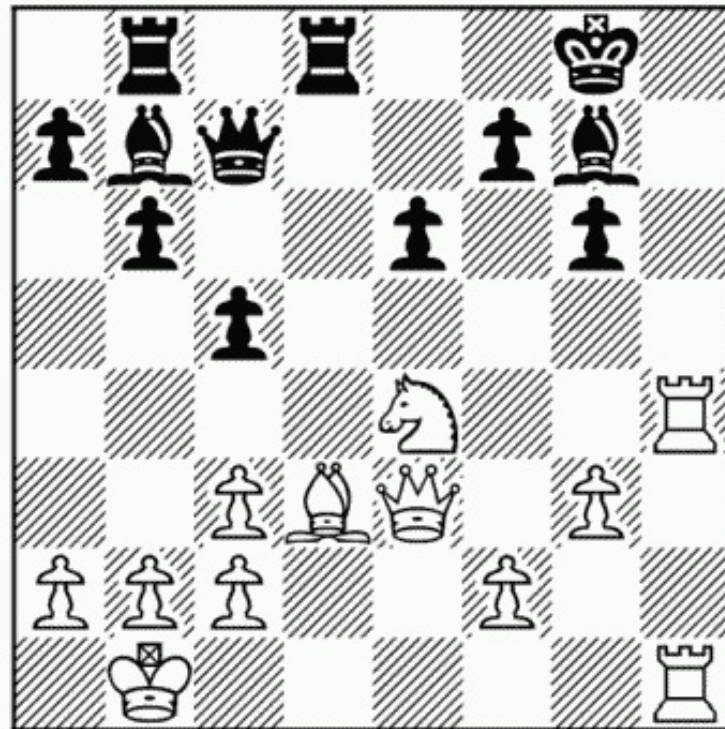


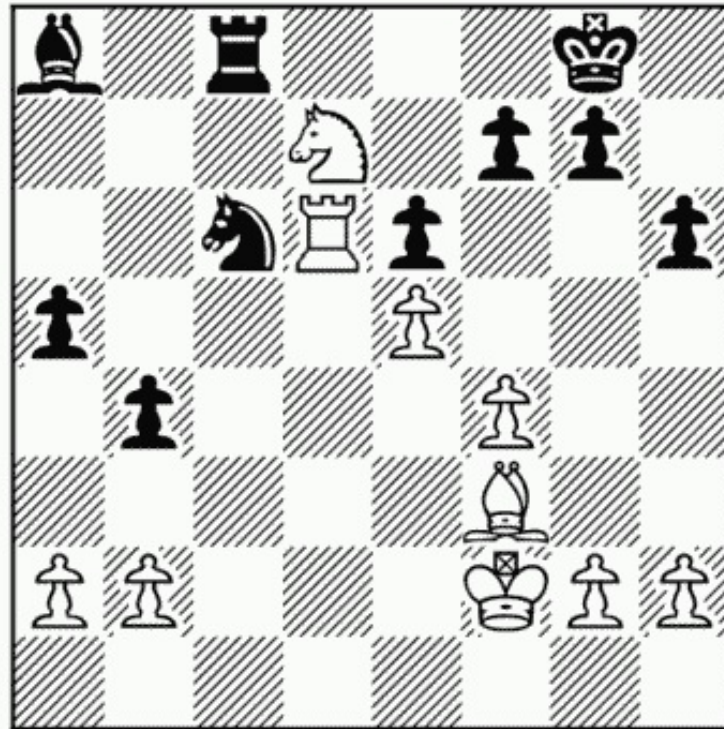








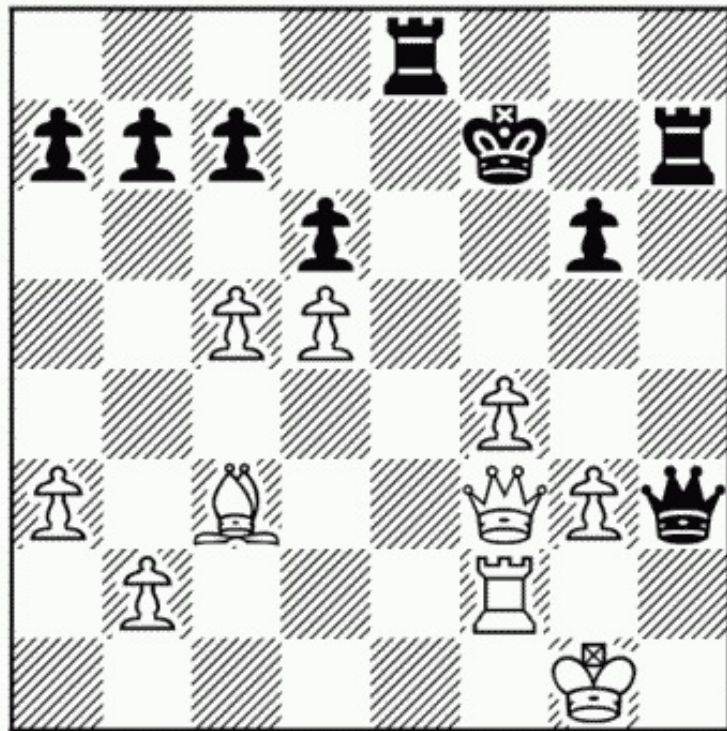


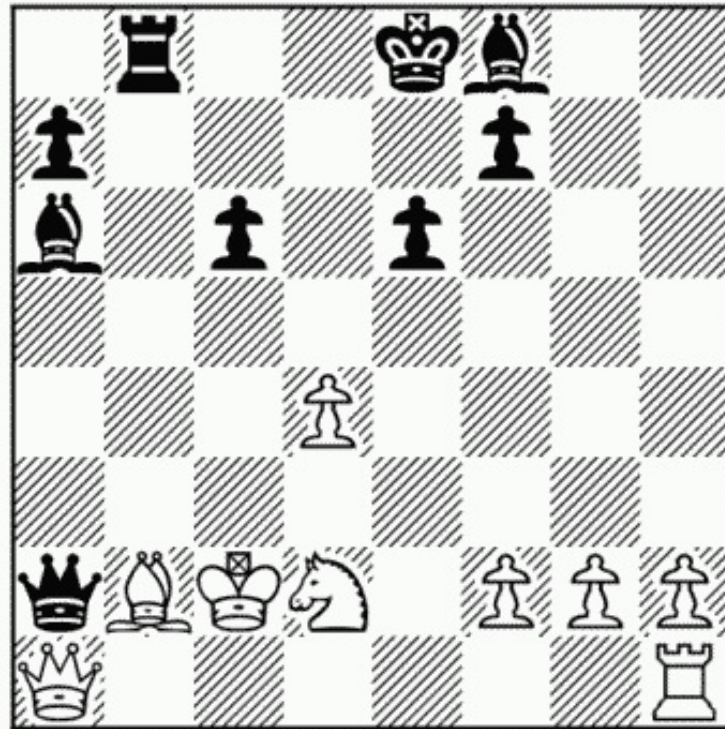




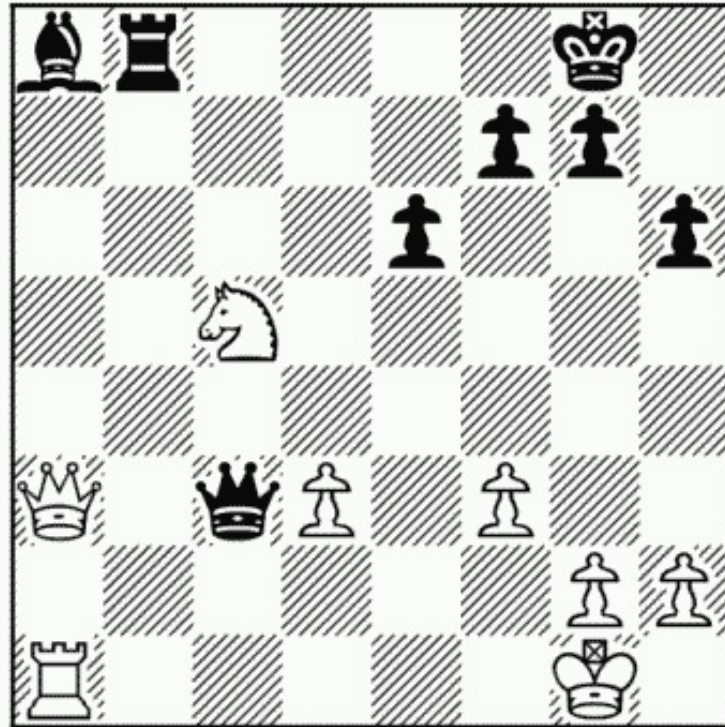
*Black Moves First*

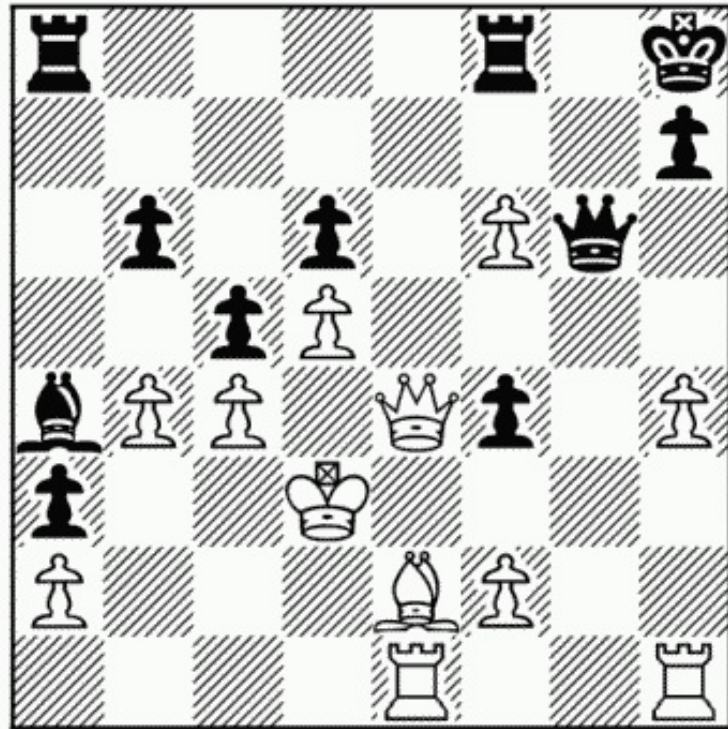
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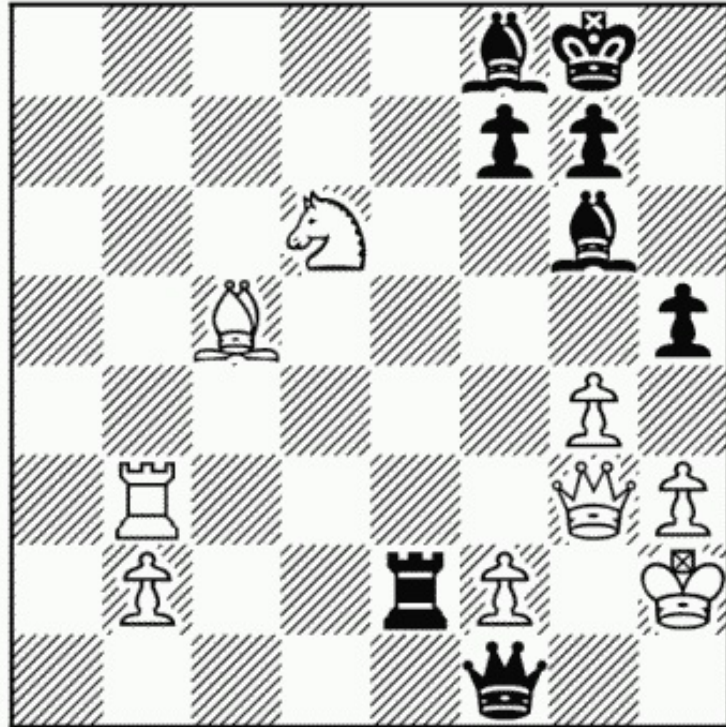


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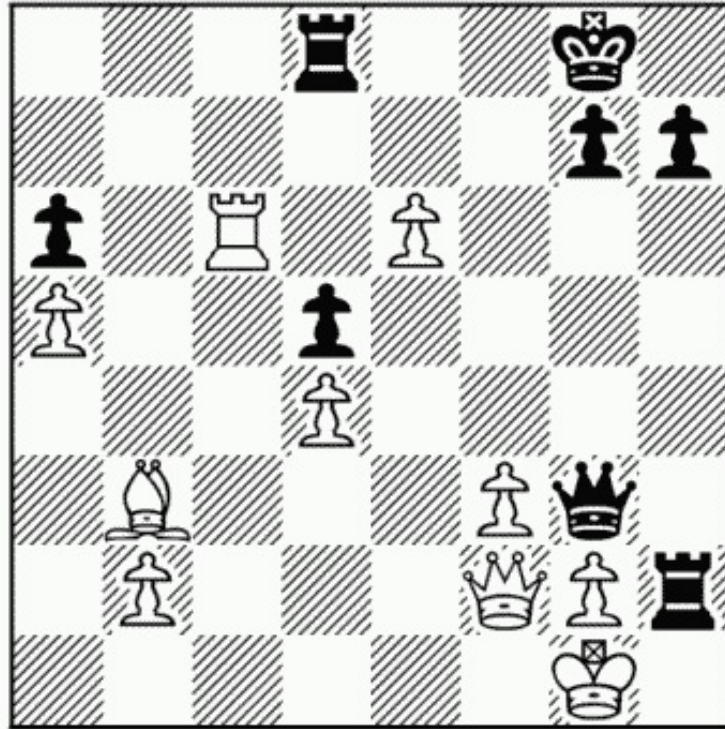


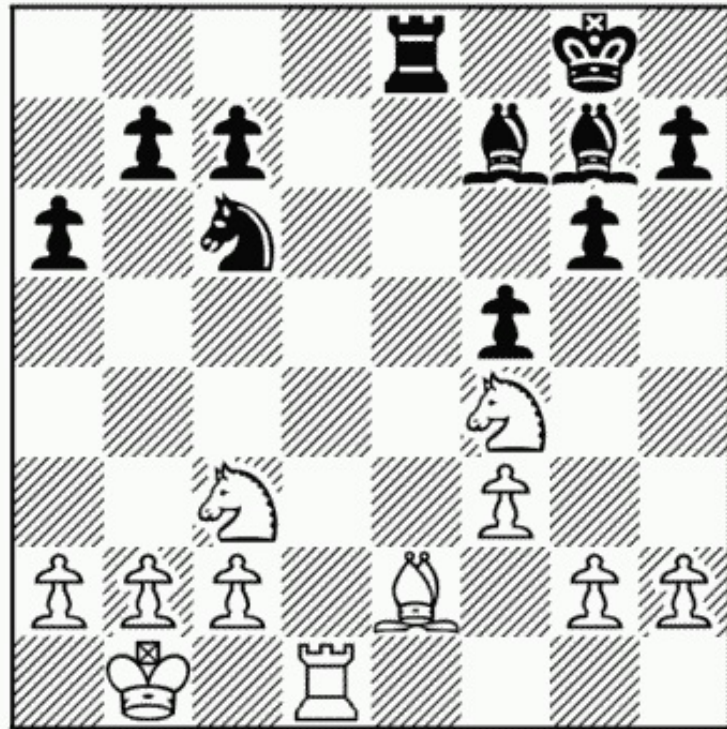


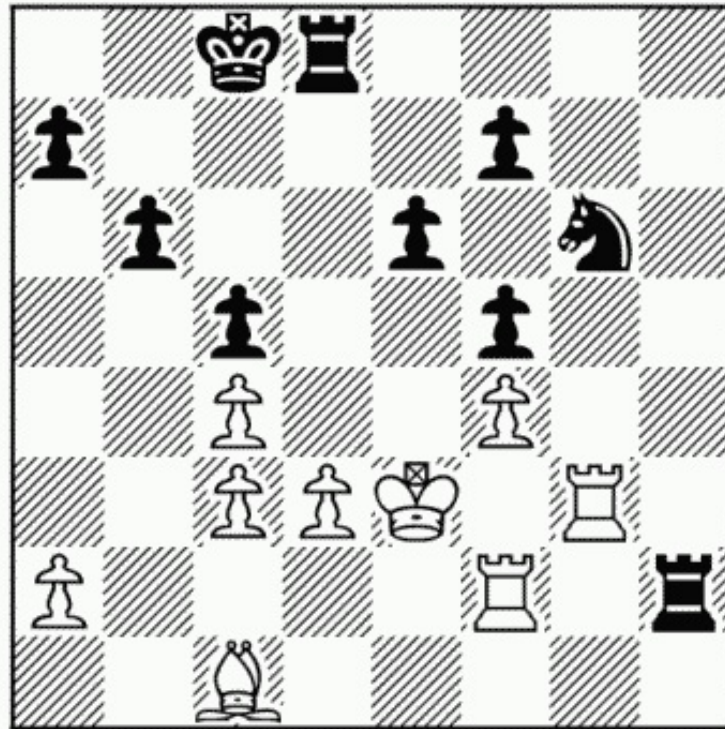
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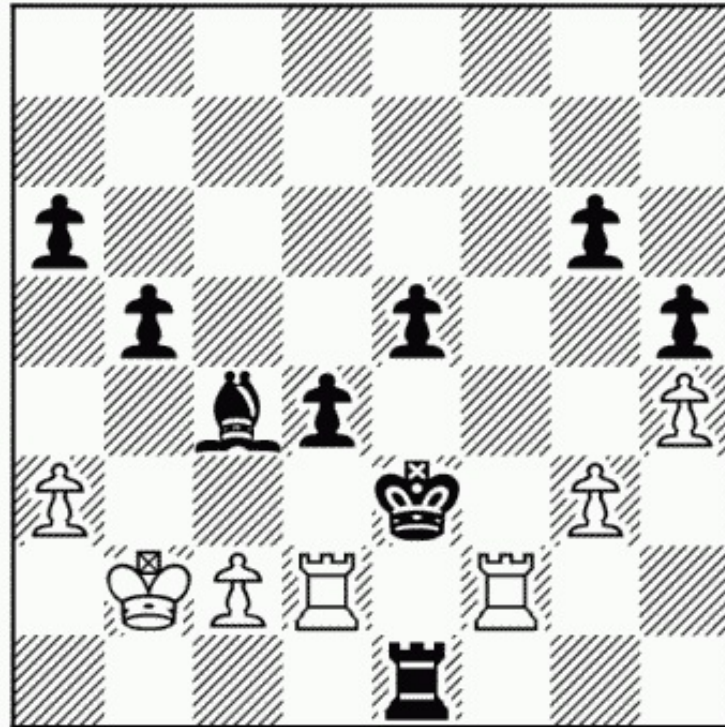


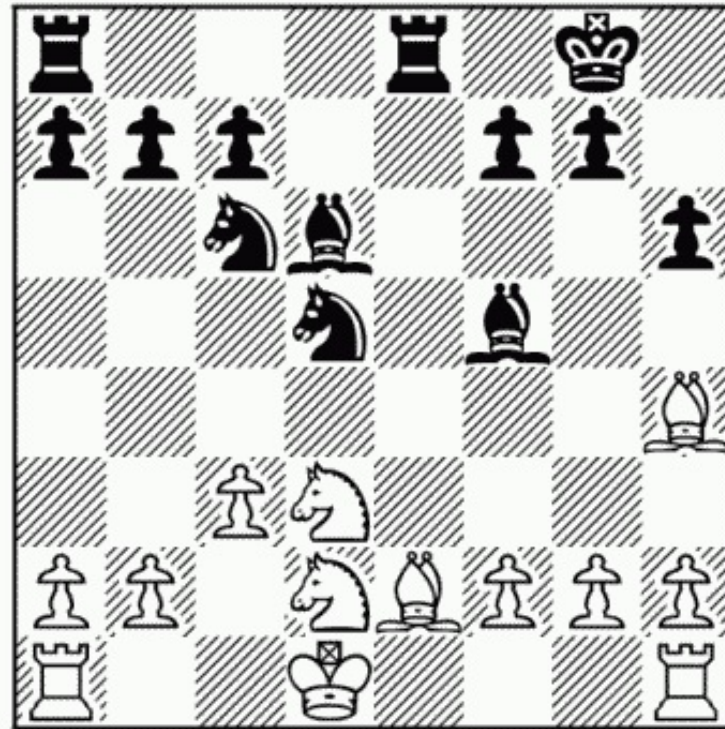




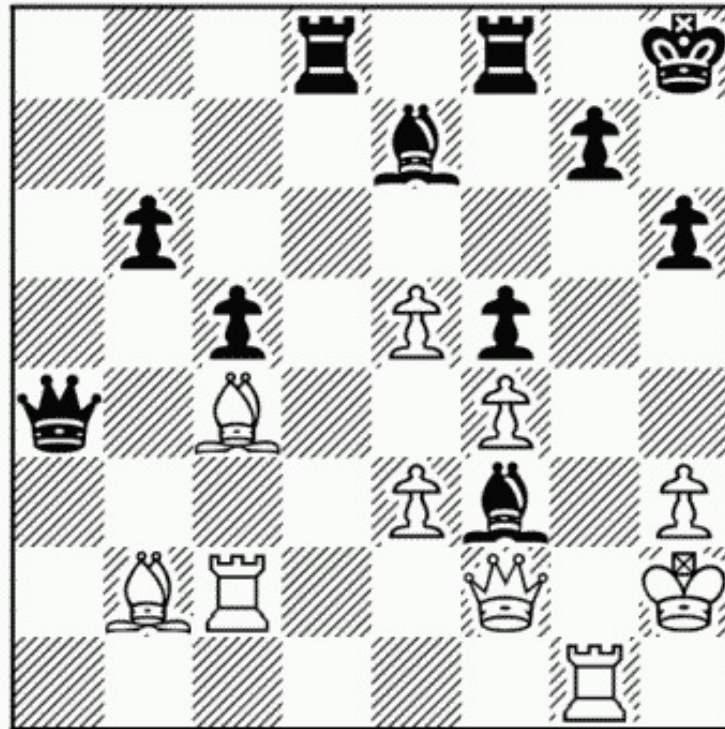


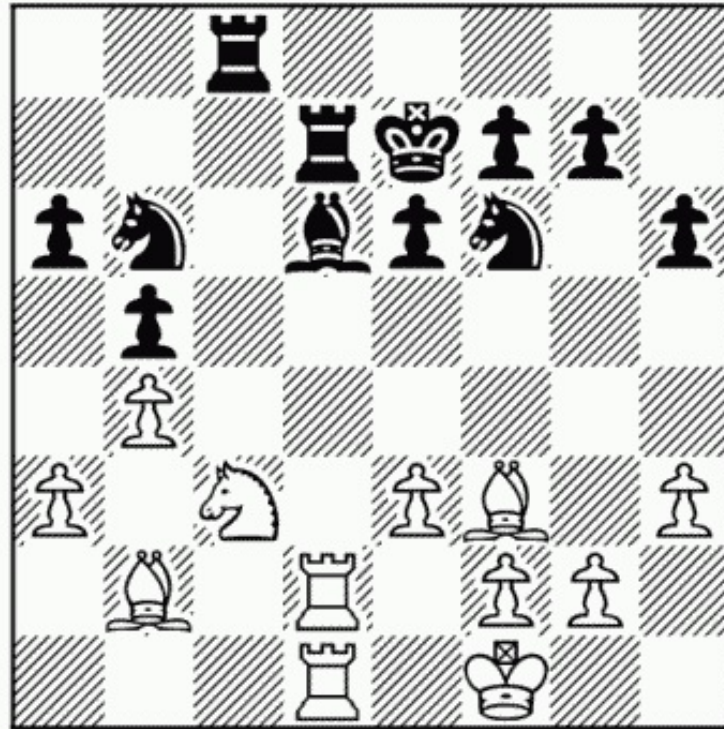


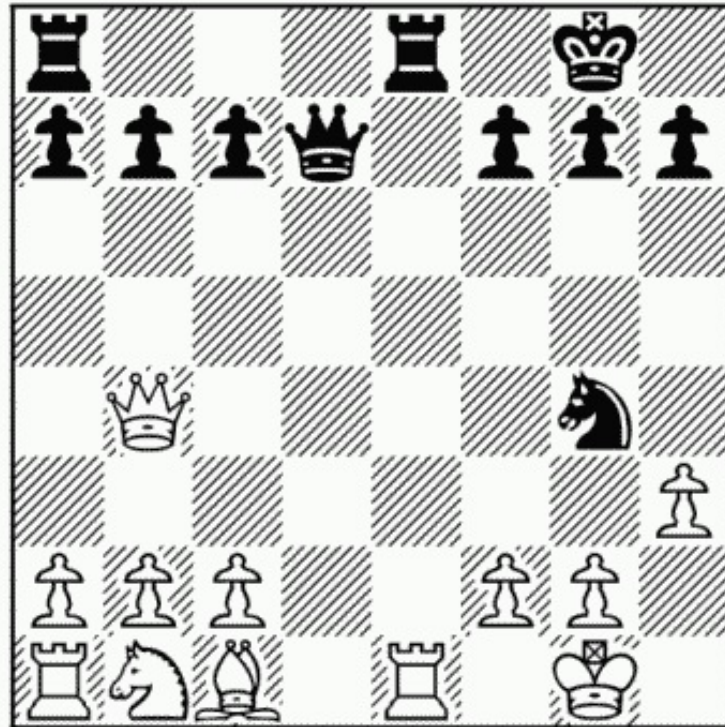


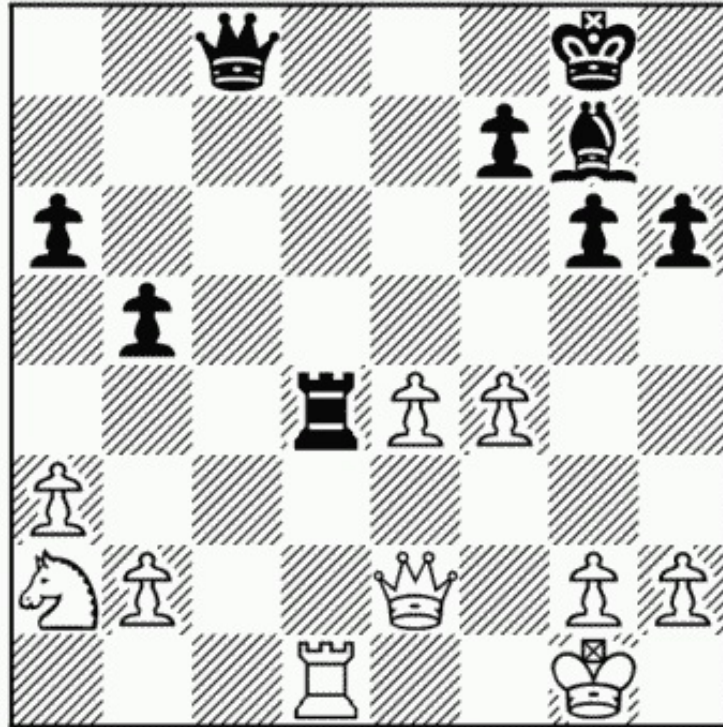


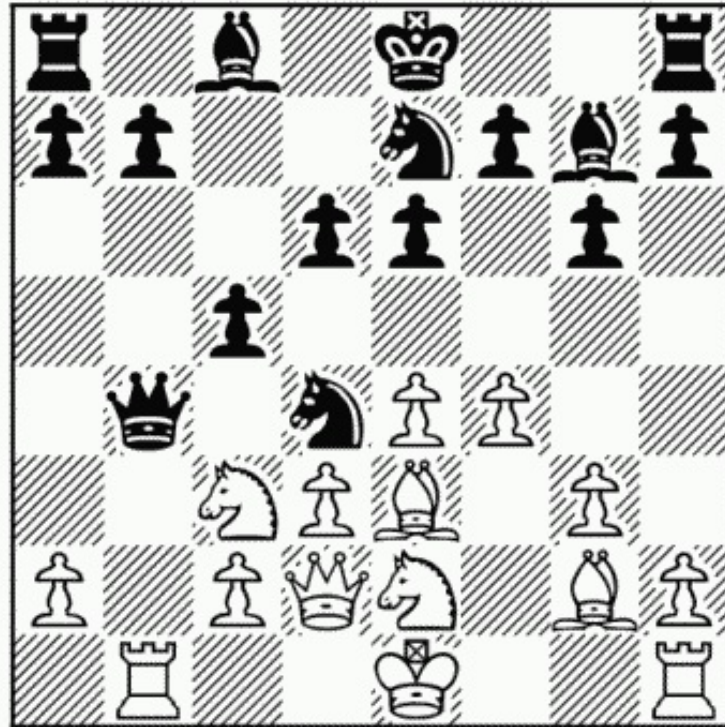




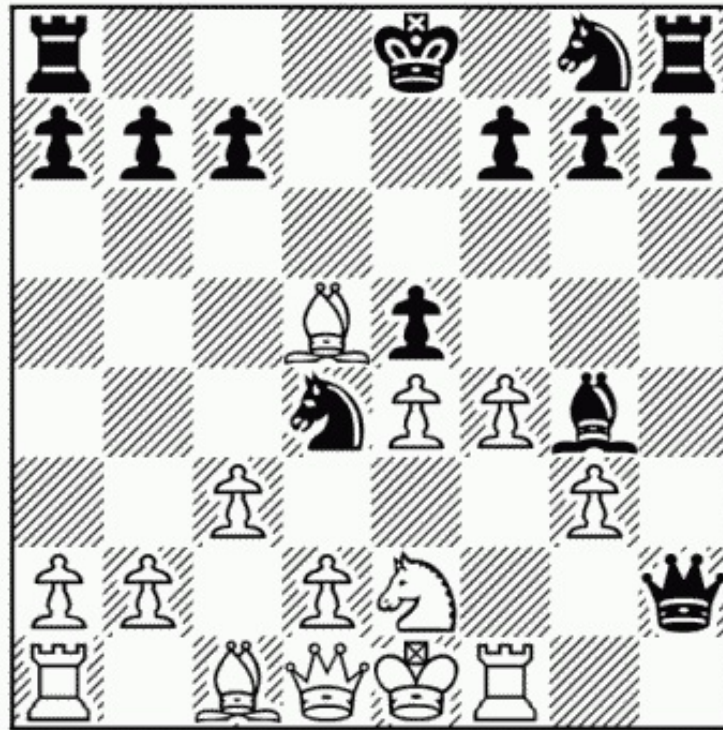


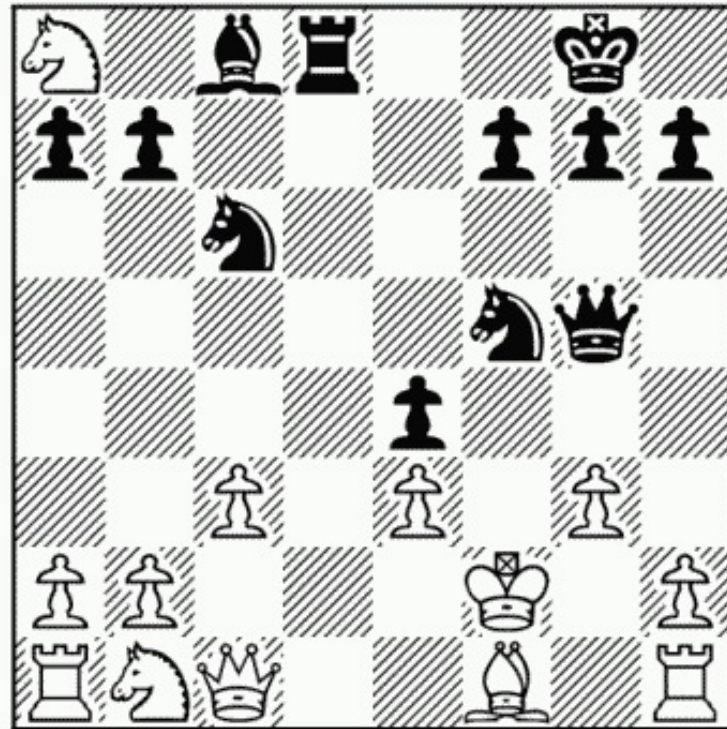


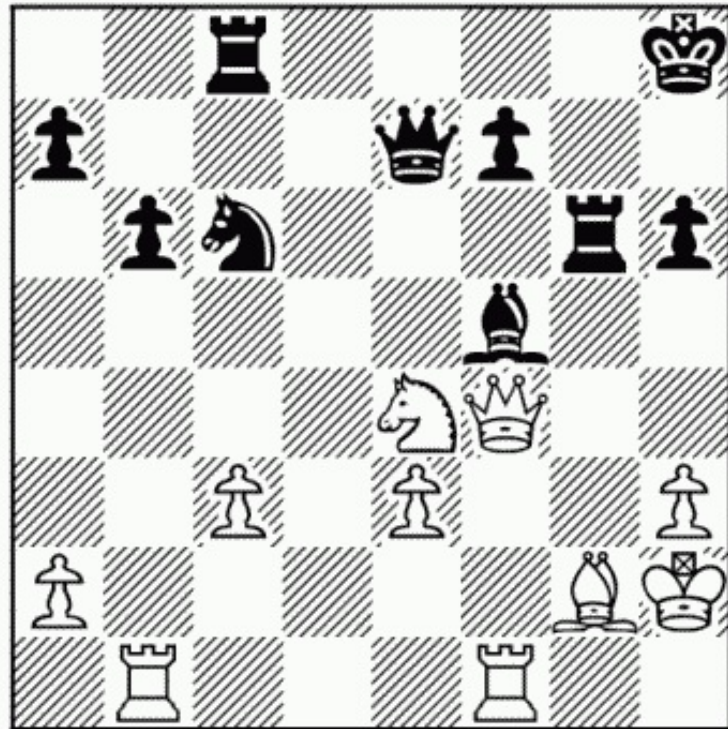


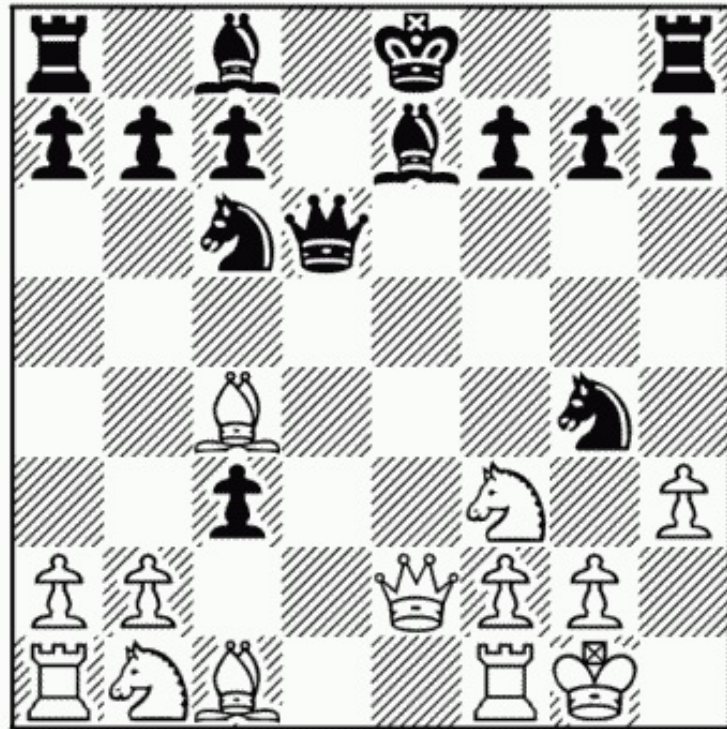




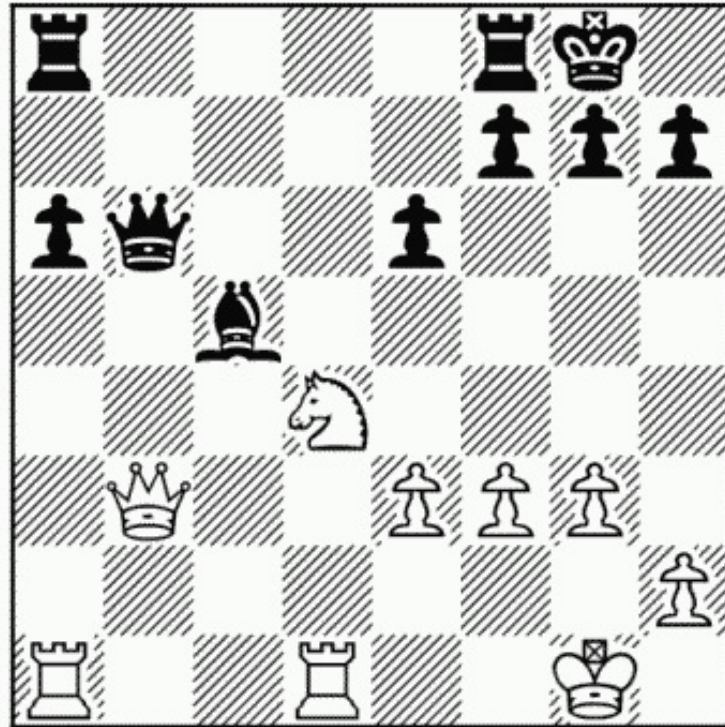




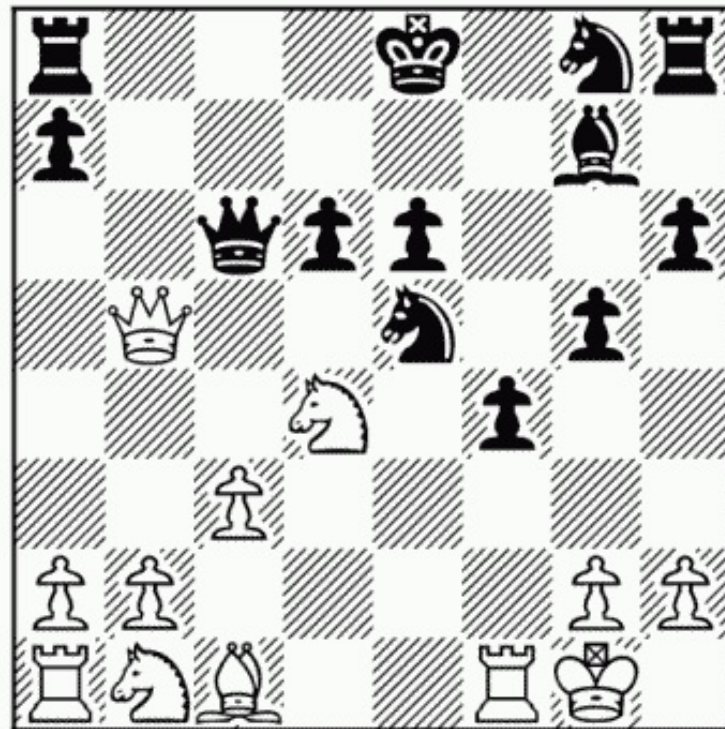


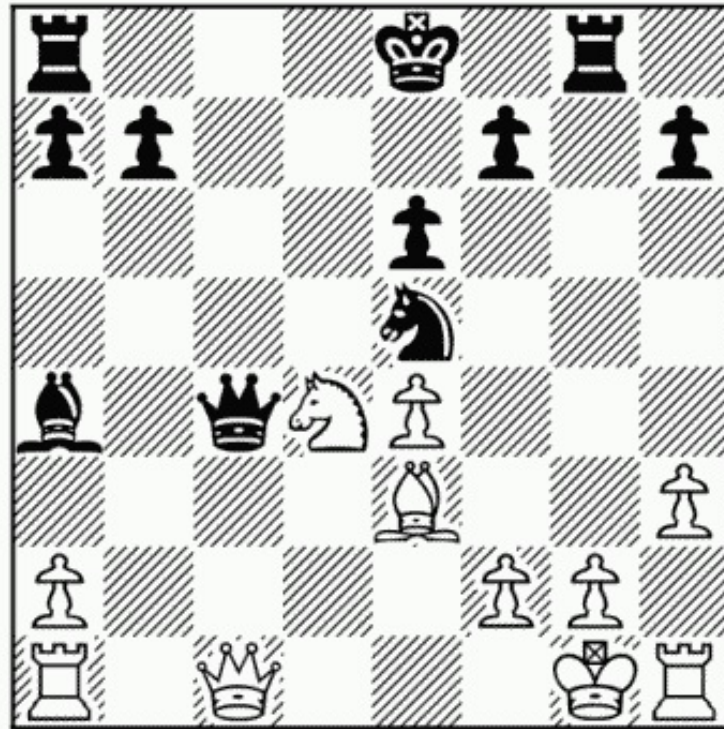


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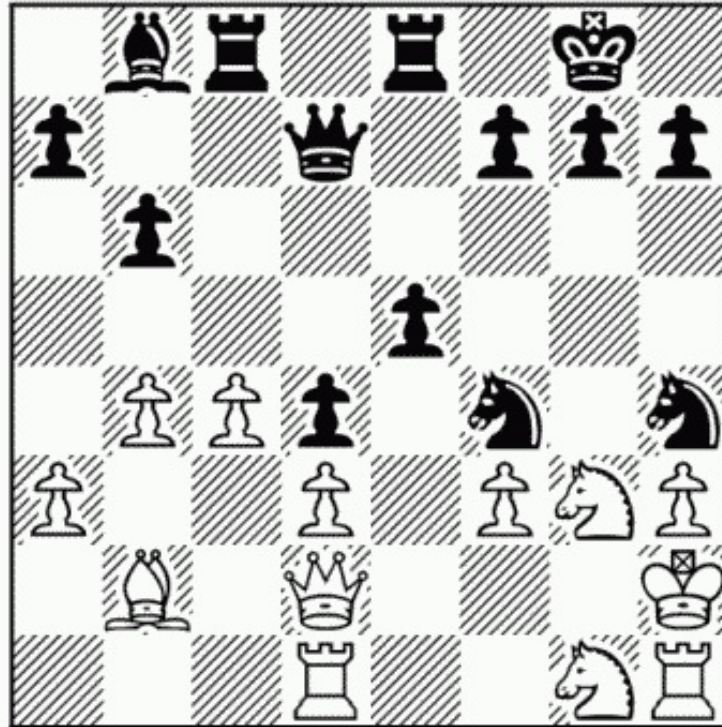




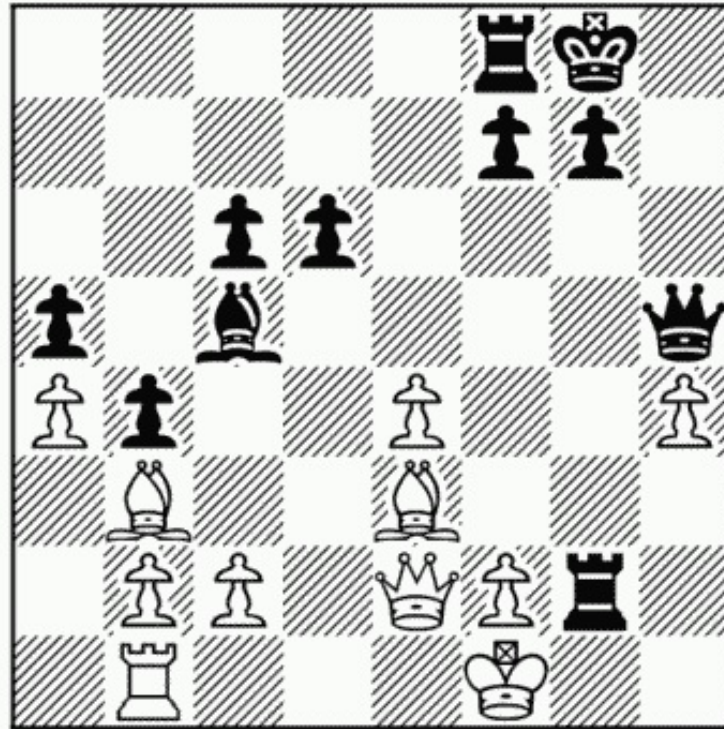




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## 9. Clearance

Clearance is the term we use to describe *the removal of a piece from a square in order to make that square available to another unit*. Often this occupation by the new piece involves a decisive attack; hence we clear the square even if it involves a spectacular sacrifice of material.

In [Diagram 547](#) for example, White clears the square e5 by sacrificing his knight. But the knight move looks senseless, and it is followed by a queen sacrifice that looks more spectacular and even more senseless. However, there follows a terrific double check and Black cannot escape checkmate! Then all the moves of the combination appear in their proper perspective, and we see that the initial clearance move was really a stroke of genius. Observe, by the way, that this clearance move involved an attack on Black's queen and thus left him no time to rearrange his forces for adequate defense.

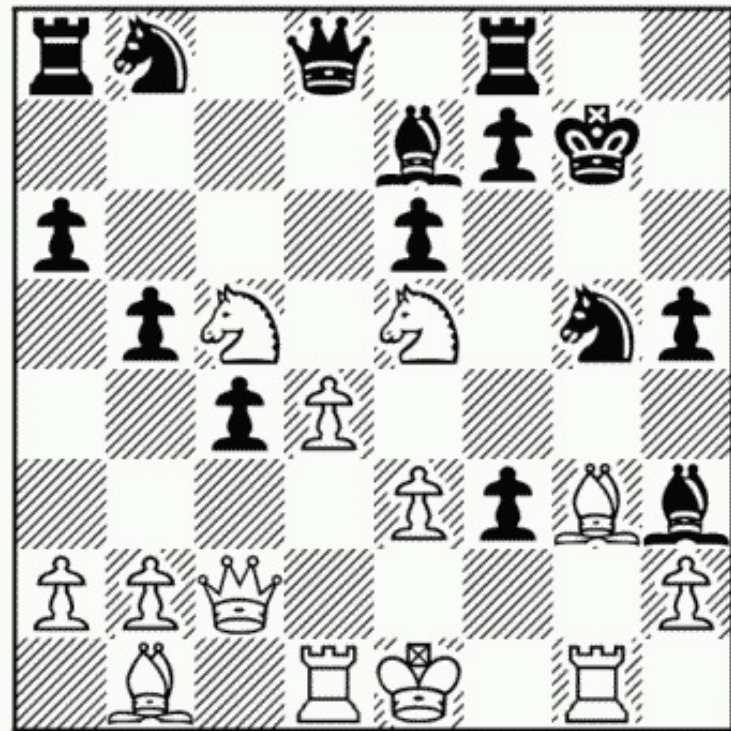
In [Diagram 549](#) White's clearance maneuver depends on check, which, because of its imperious nature, allows Black no time to prevent White's pawn from queening.

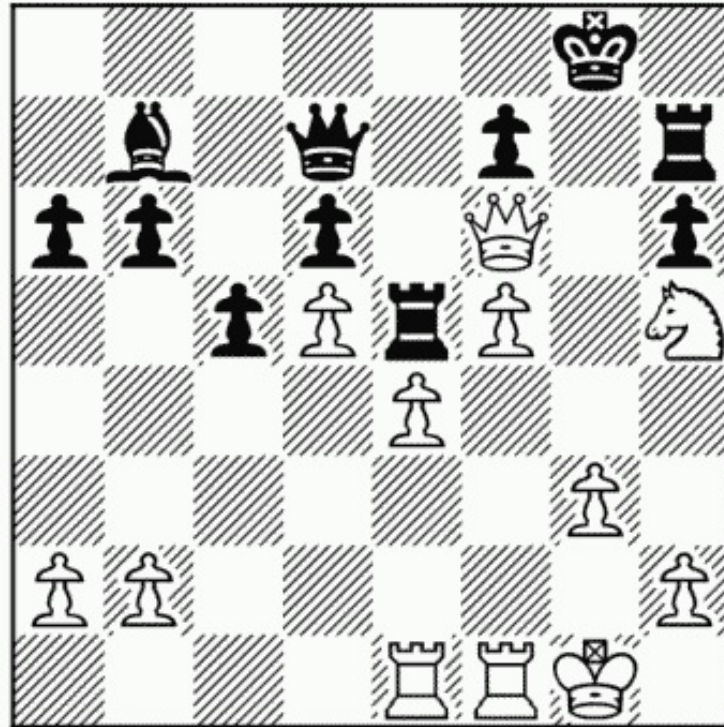
In general, you will note that a good clearance move is apt to be preemptory. The point is that the defender is given no time to parry the threat that is the real point of the clearance move.



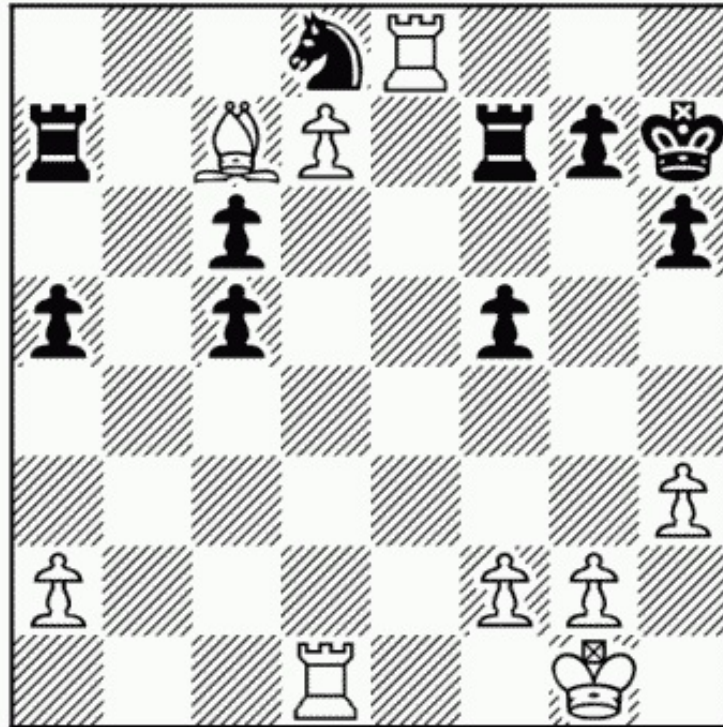
*White Moves First*

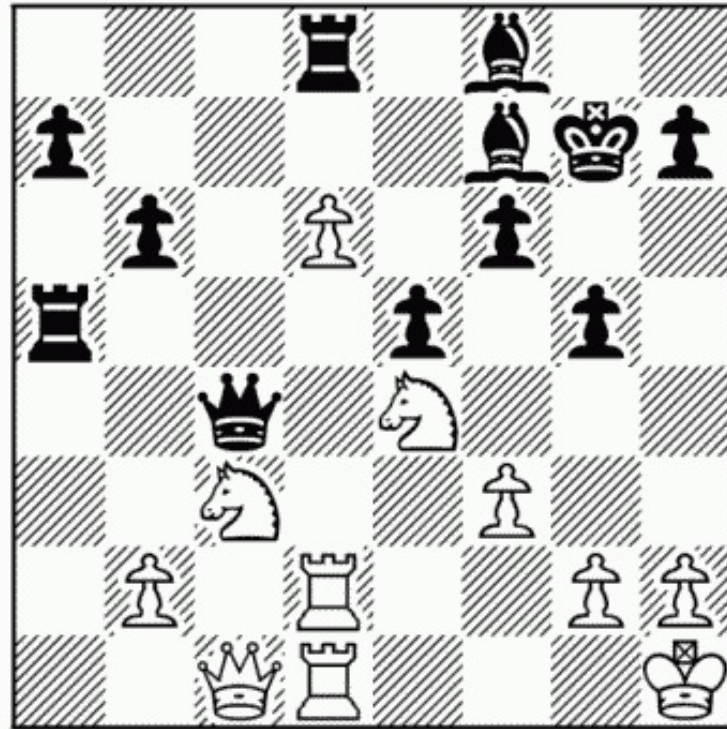
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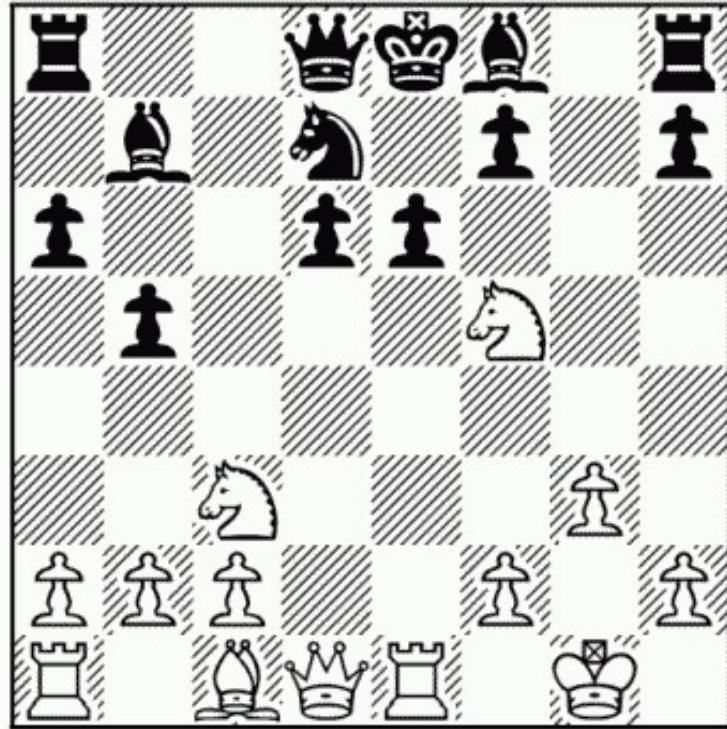




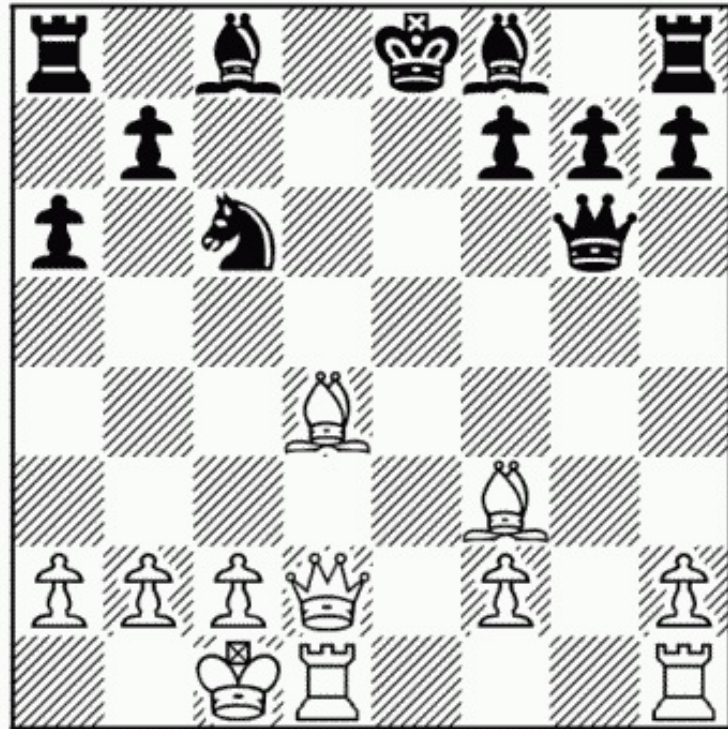
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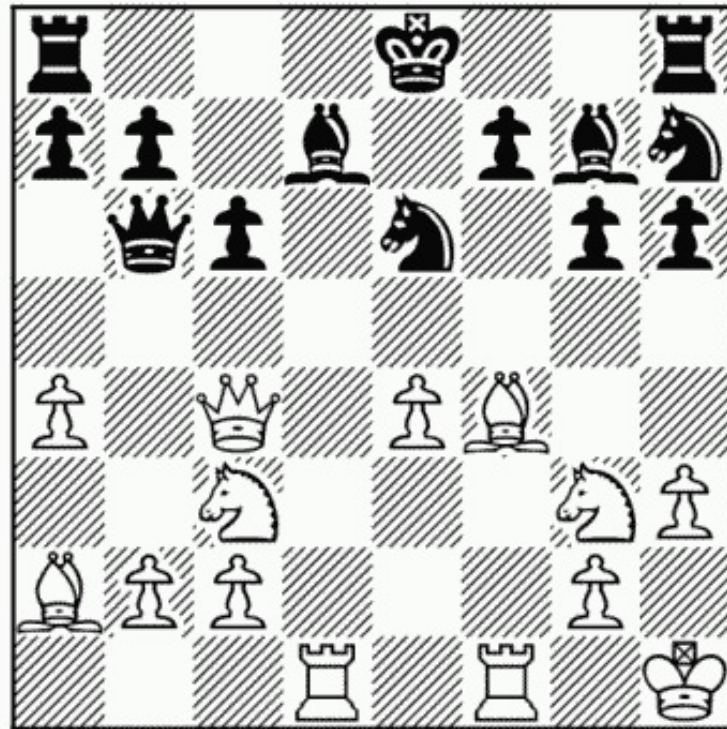


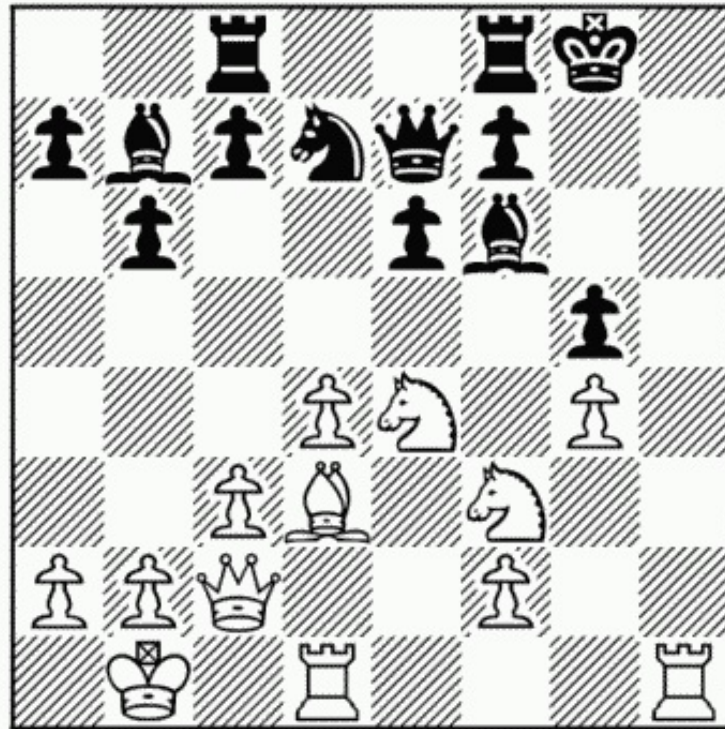




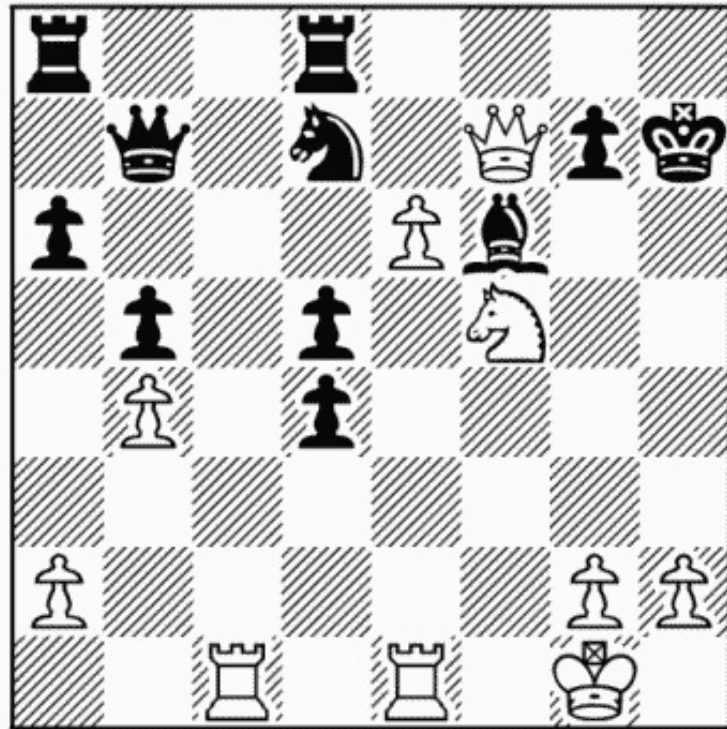


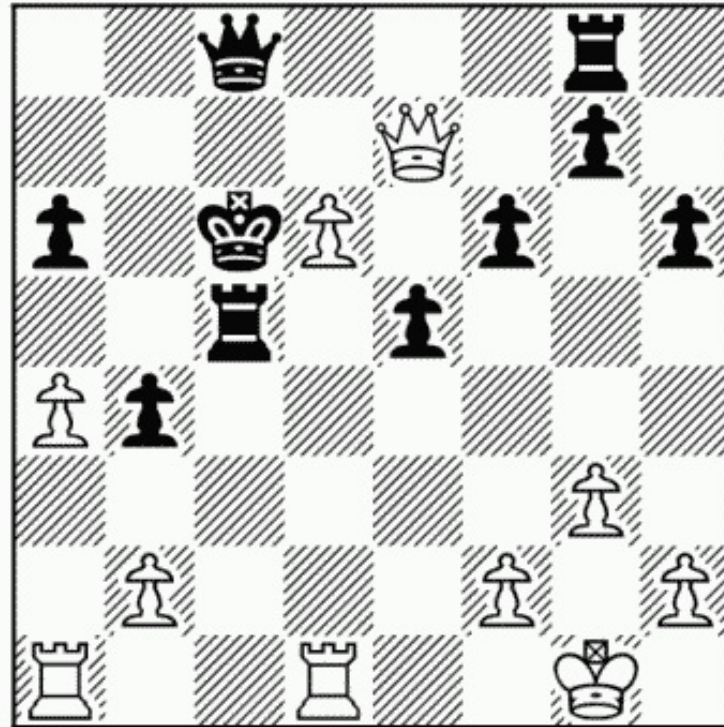




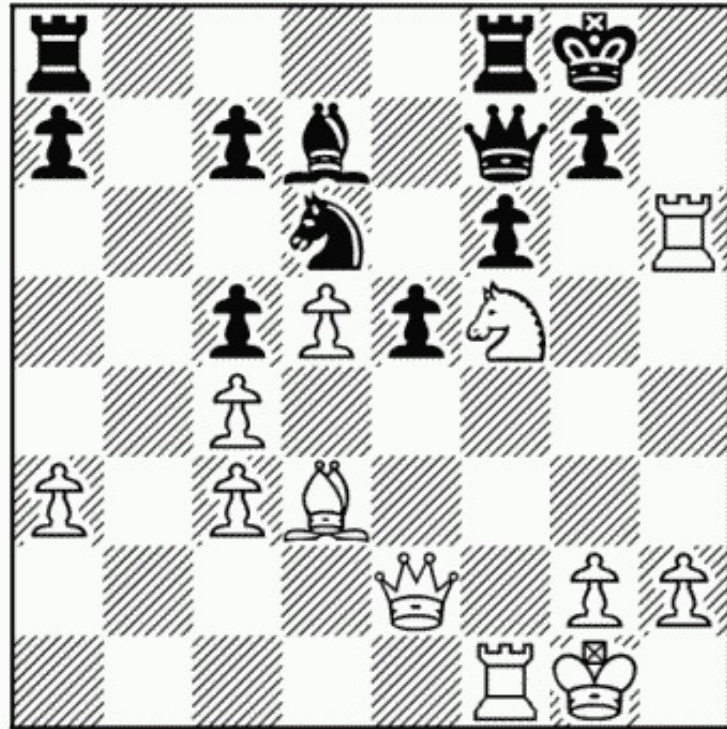


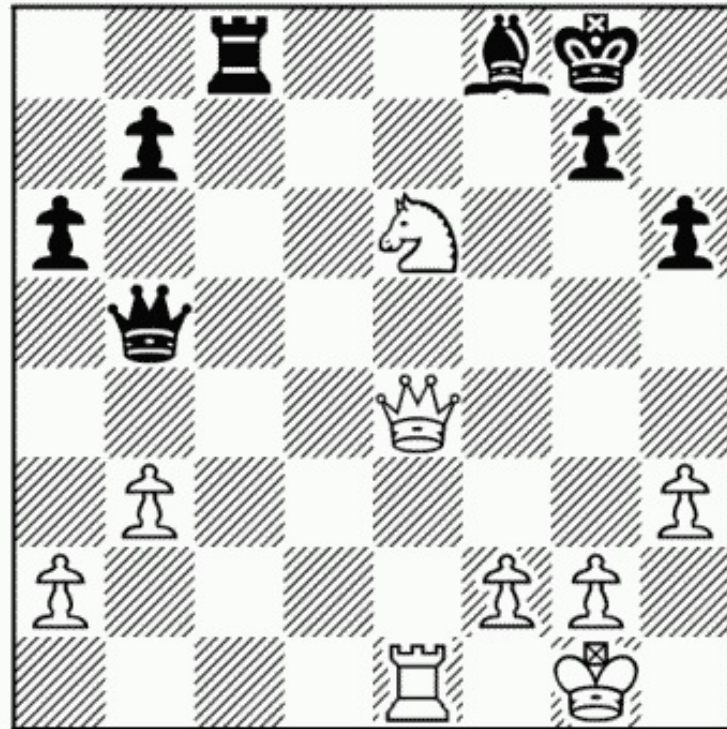
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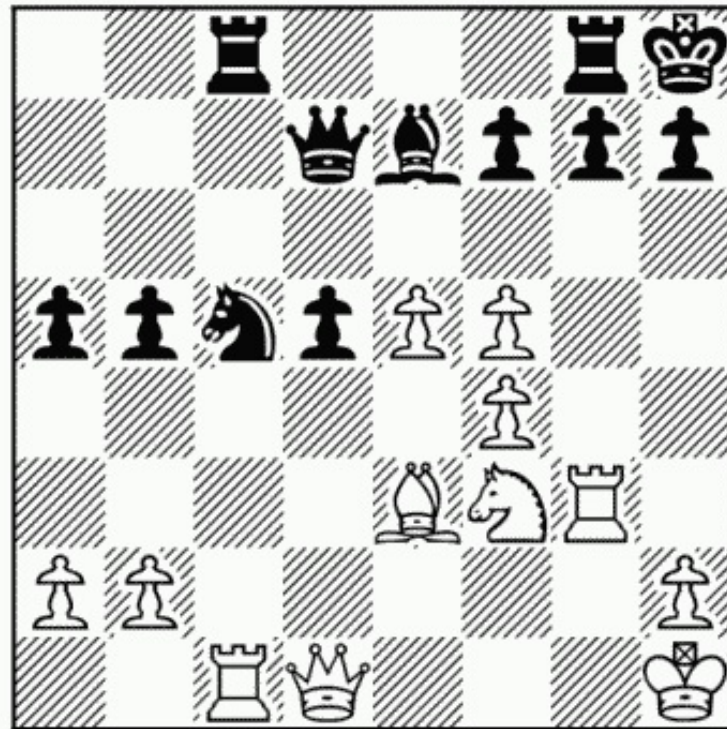


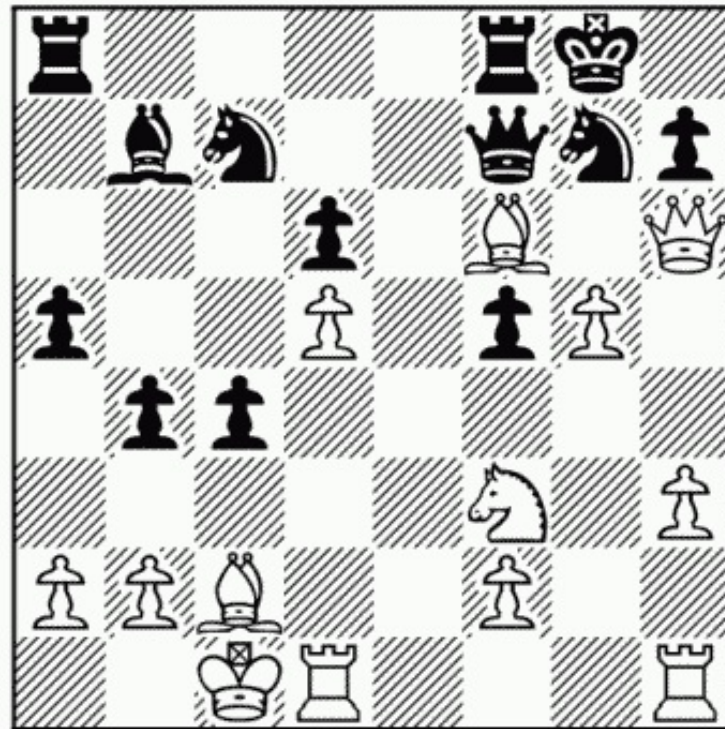


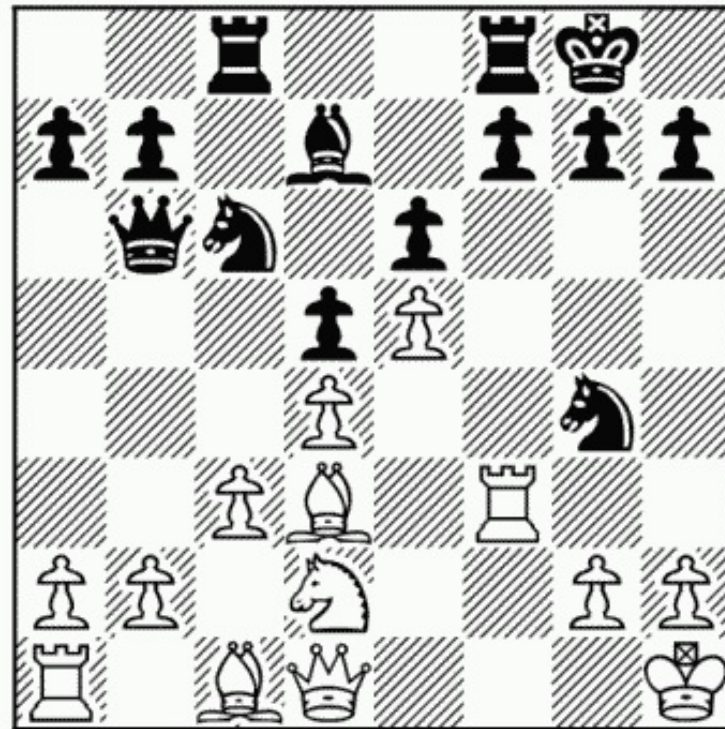




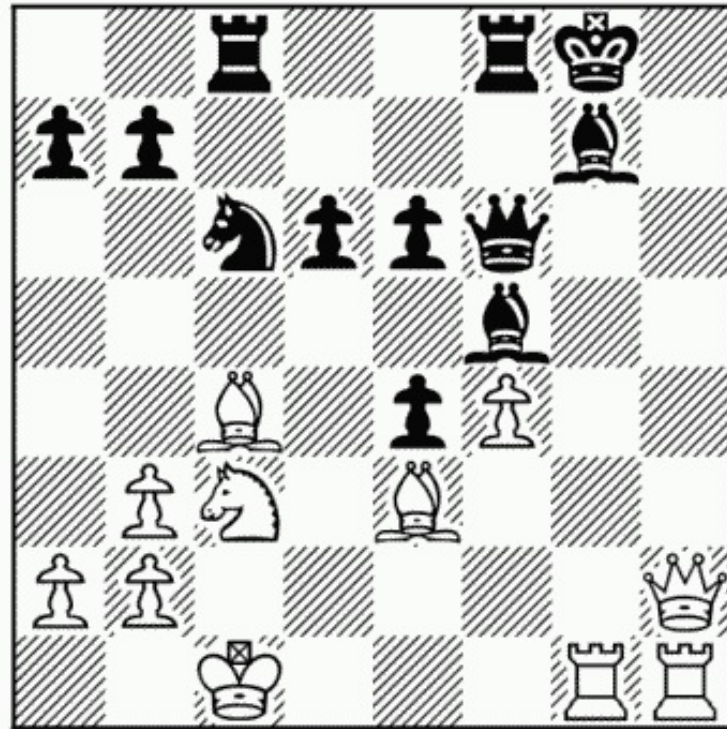




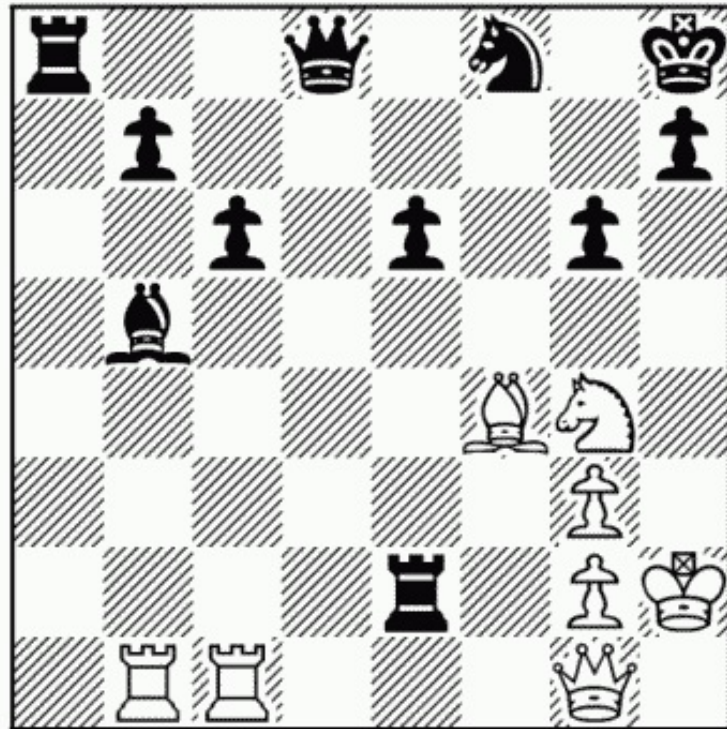


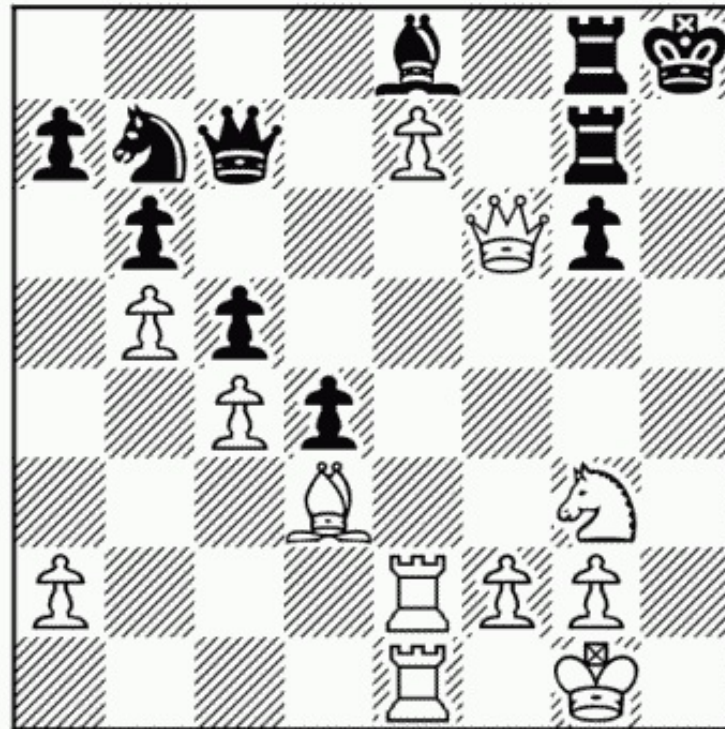




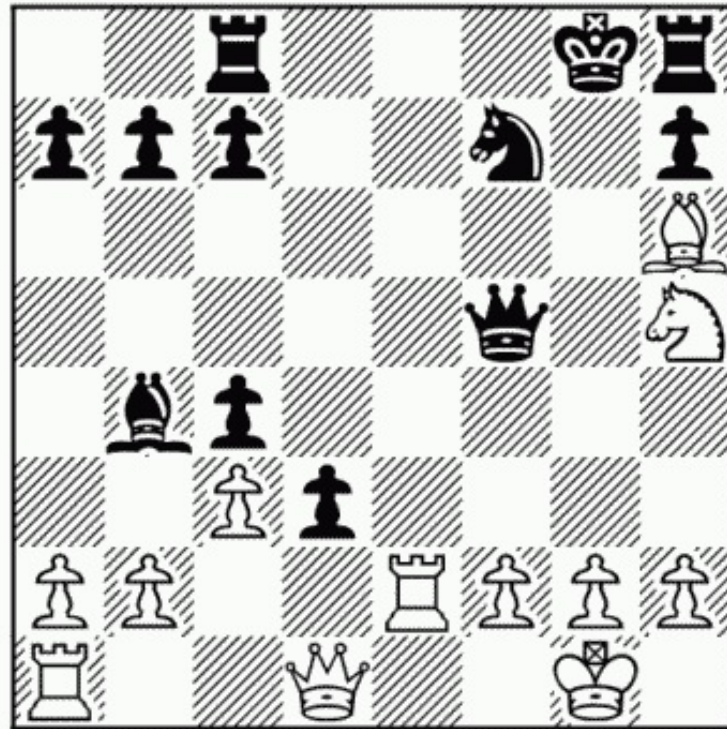


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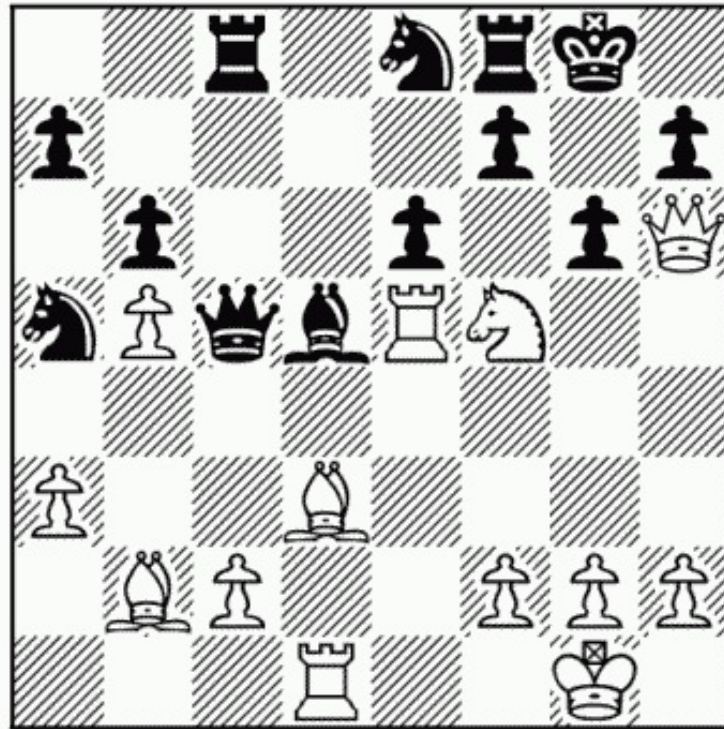


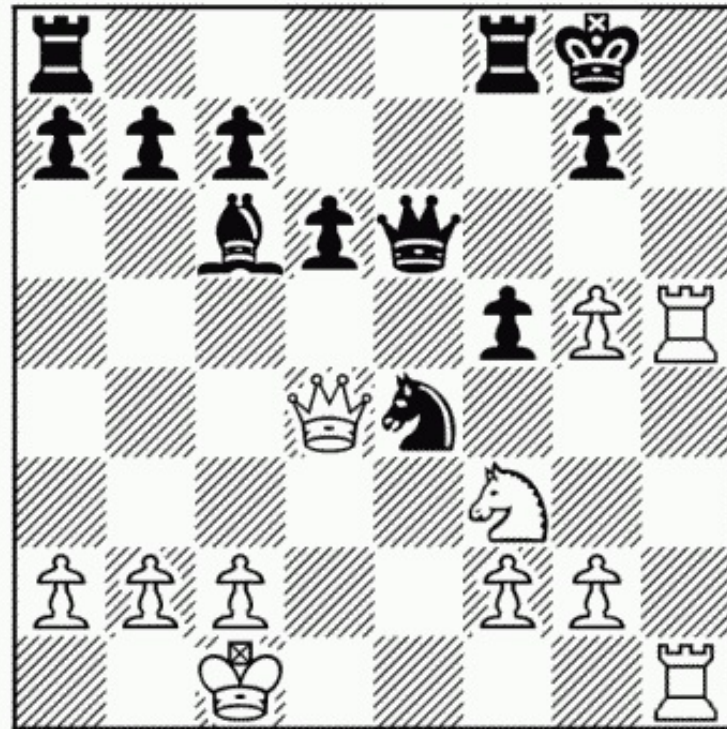
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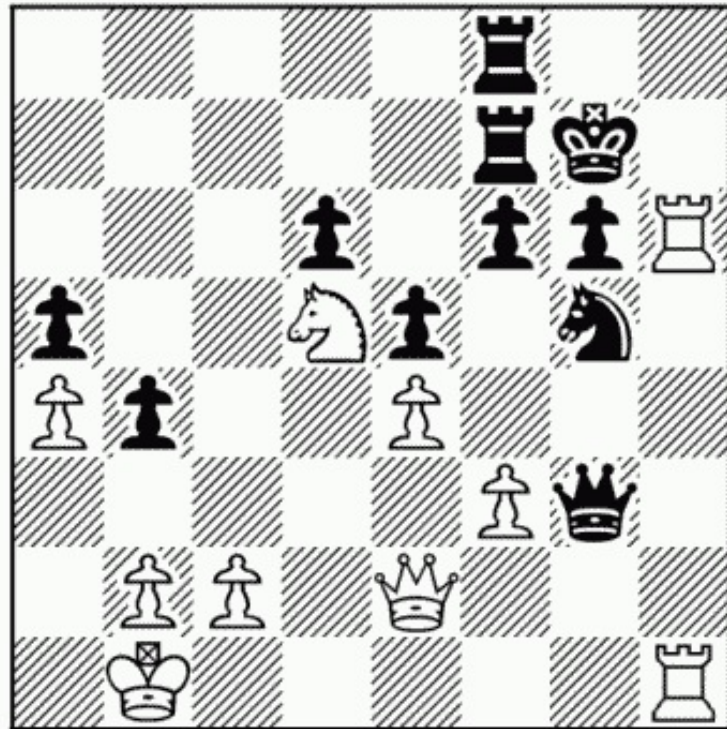




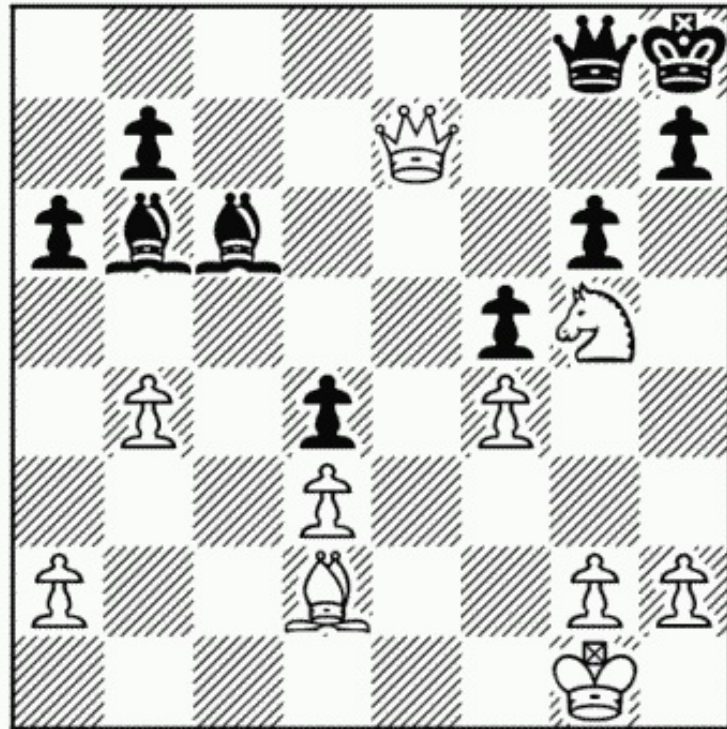




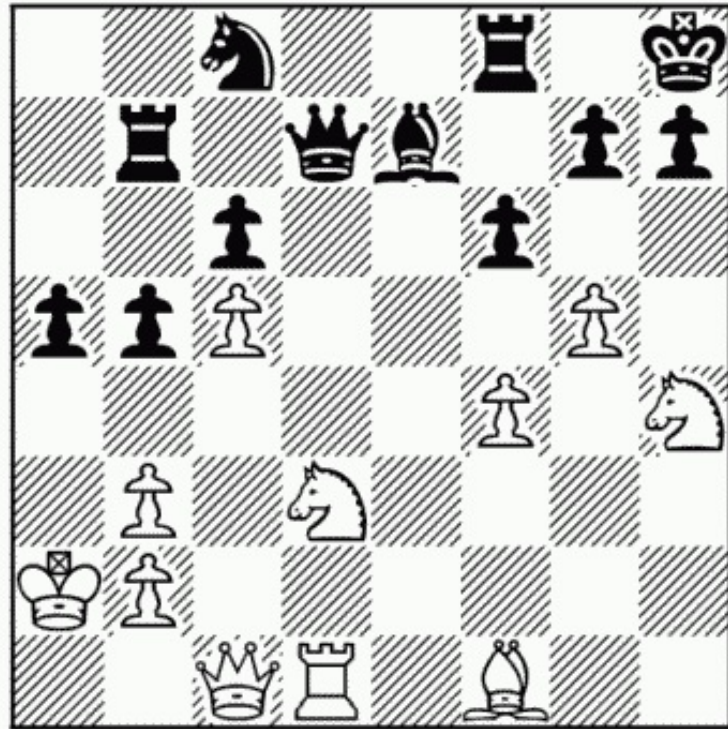




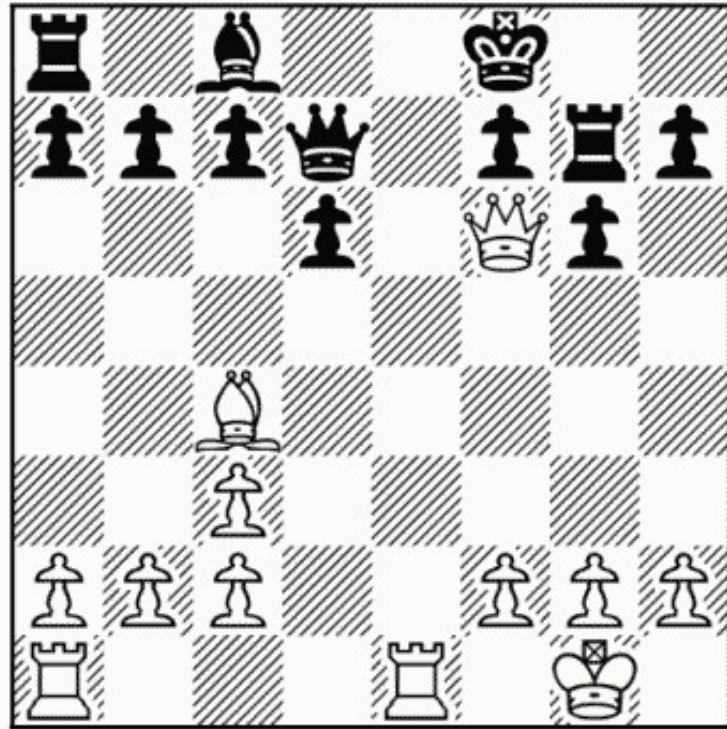
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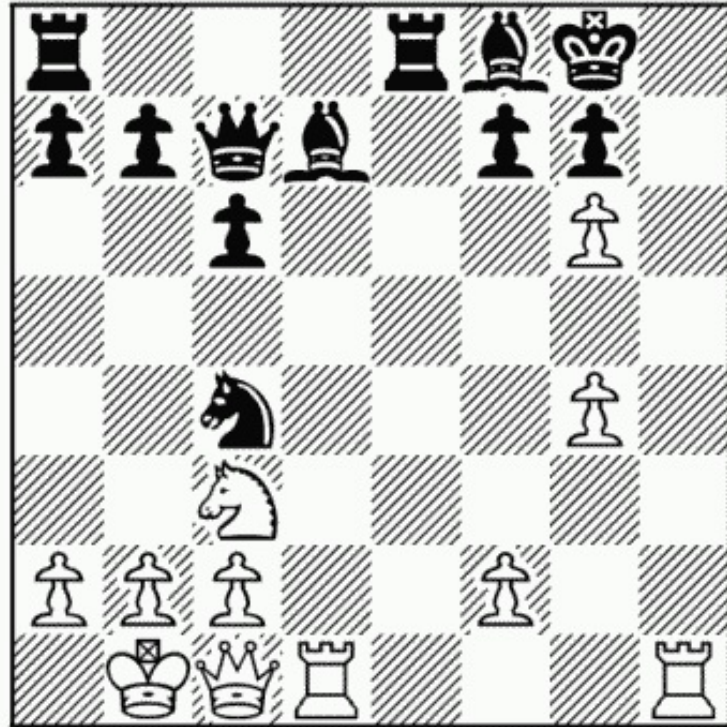
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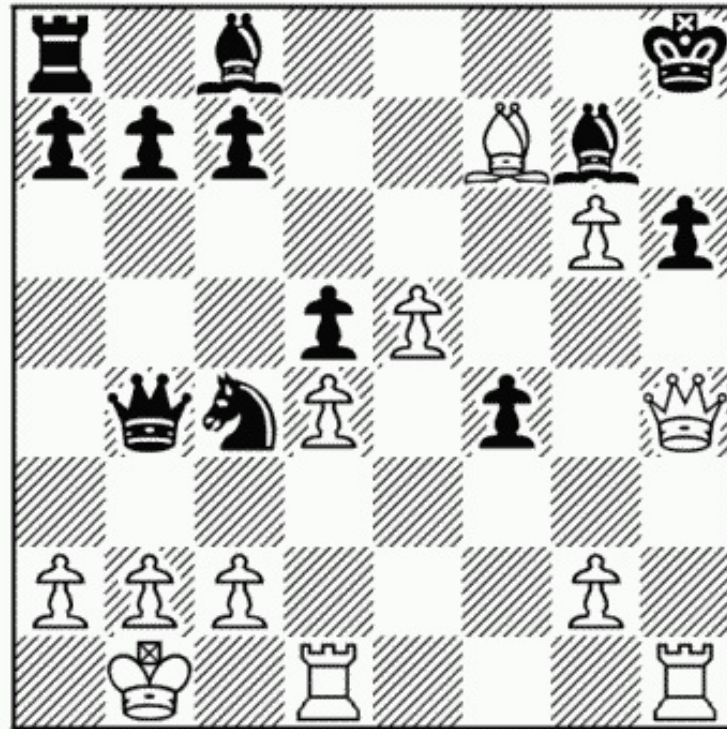




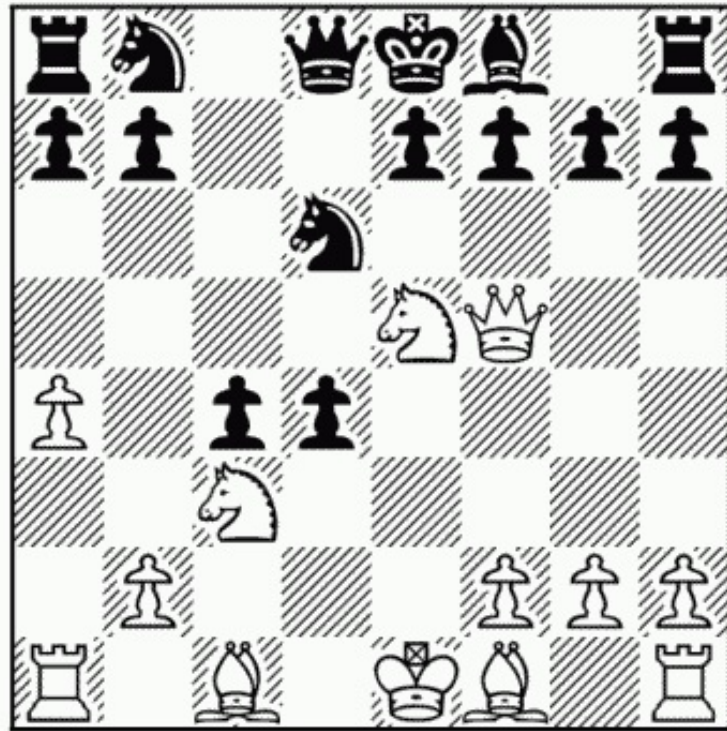
[573](#)



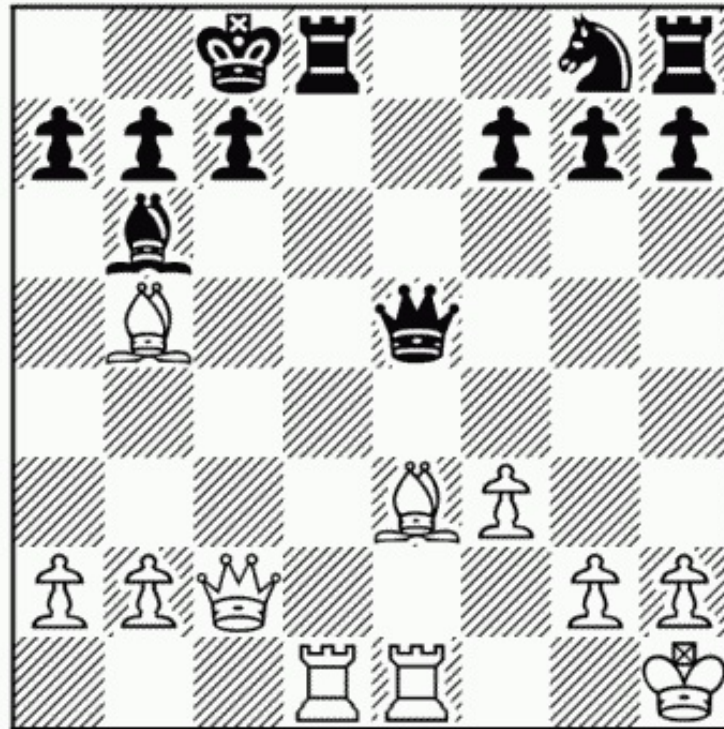
[574](#)



575



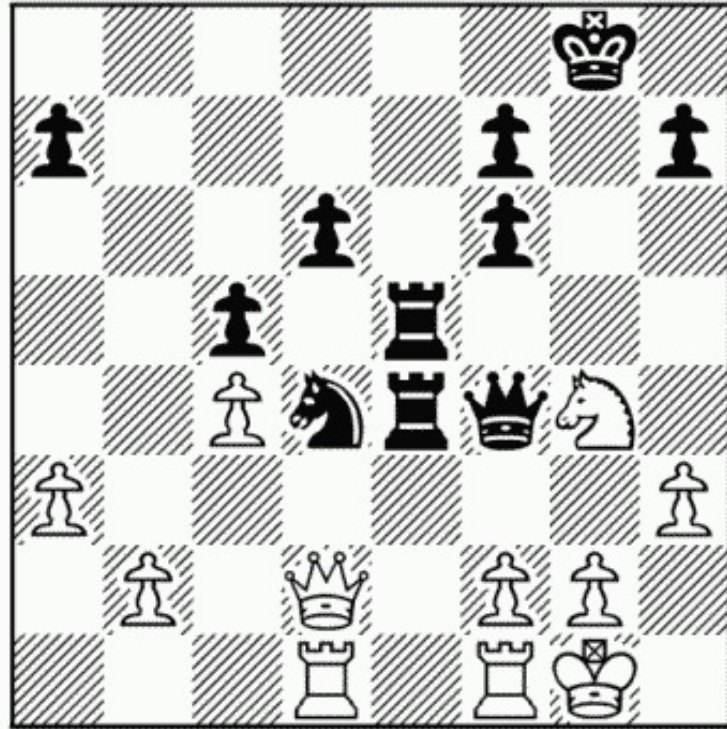
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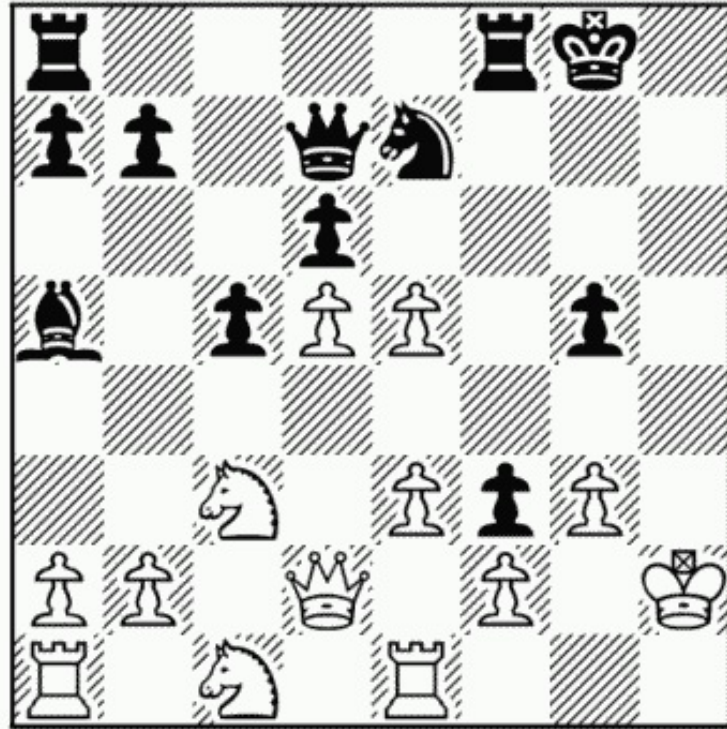


*Black Moves First*

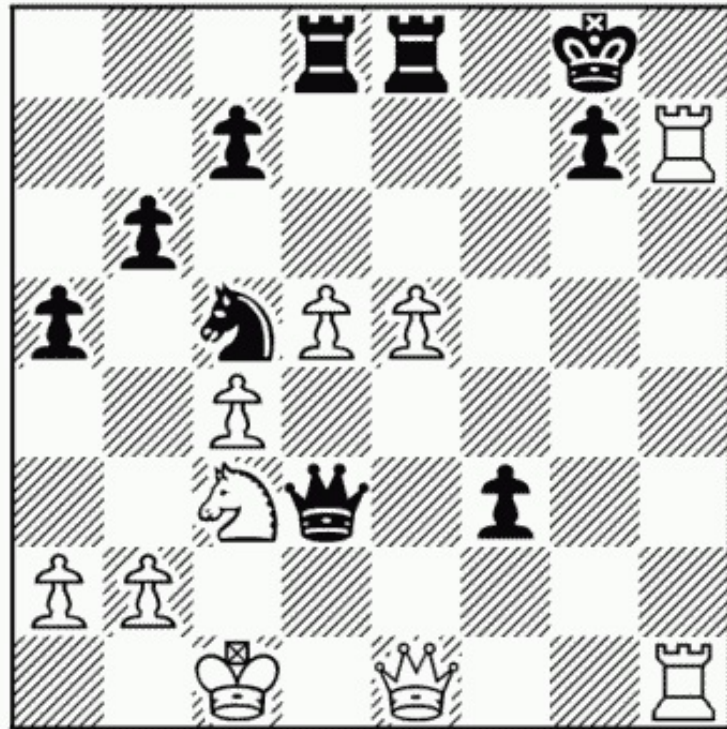
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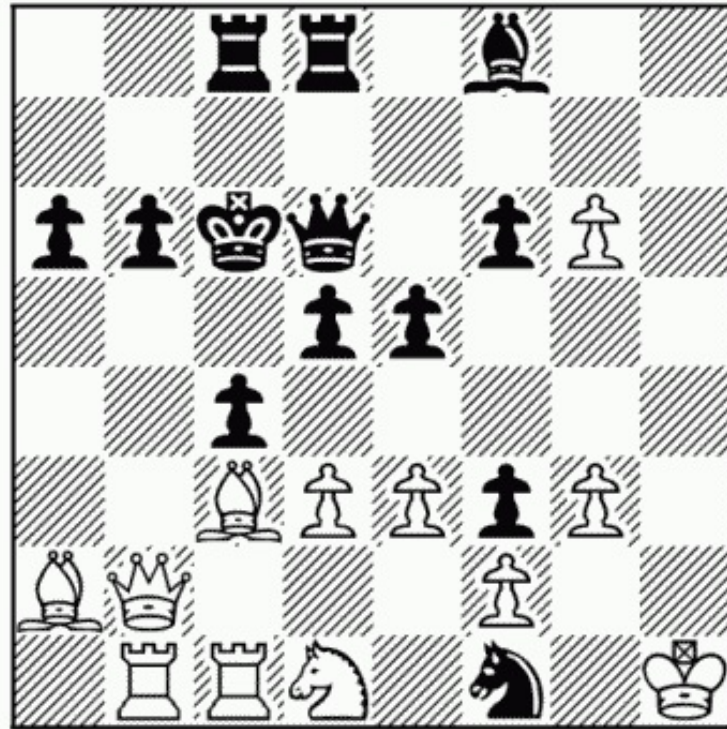


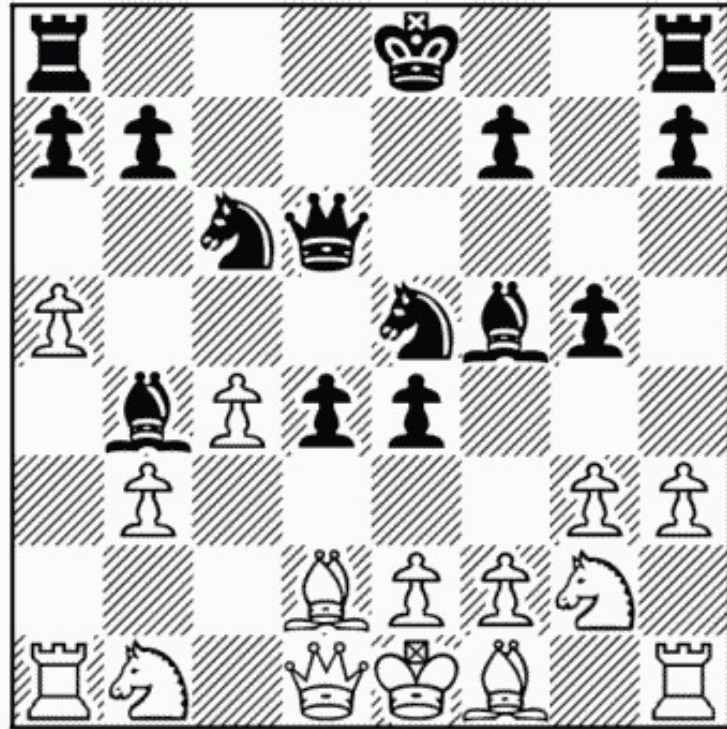
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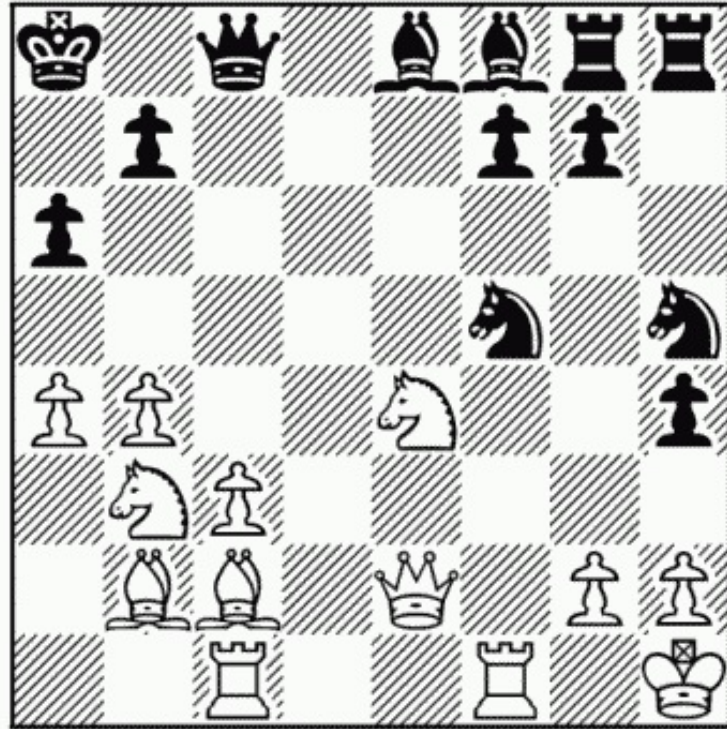
[579](#)











## 10. Interference

Interference, as the term indicates, occurs where *the defender is forced to block himself*. He has a choice of moving two pieces to a critical square. Whichever piece he moves, he blocks the operations of the other piece and thus is left helpless against his opponent's threats.

In [Diagram 583](#) for example, White's first move presents Black with a cruel dilemma. If he captures the obnoxious rook with his e6-pawn, he allows himself to be mated. And if he captures with his queen, the result is the same.

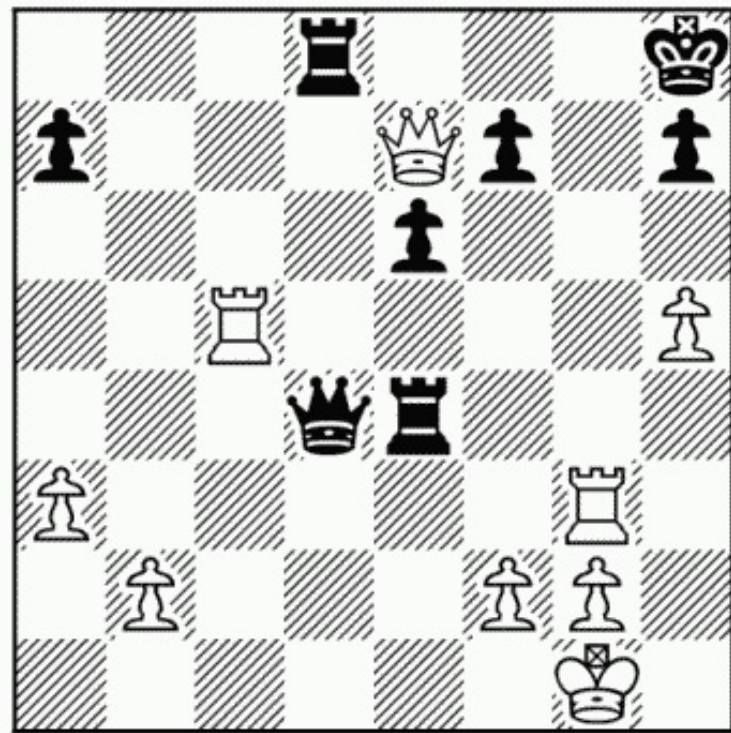
Even more artistic is the setting of [Diagram 604](#), where the defender is presented with a number of choices, each leading to a pretty checkmate.

In [Diagram 606](#) White's use of the interference theme is especially subtle, the idea being to create a block on the e5 square so that Black cannot save himself by playing ...Qc5+

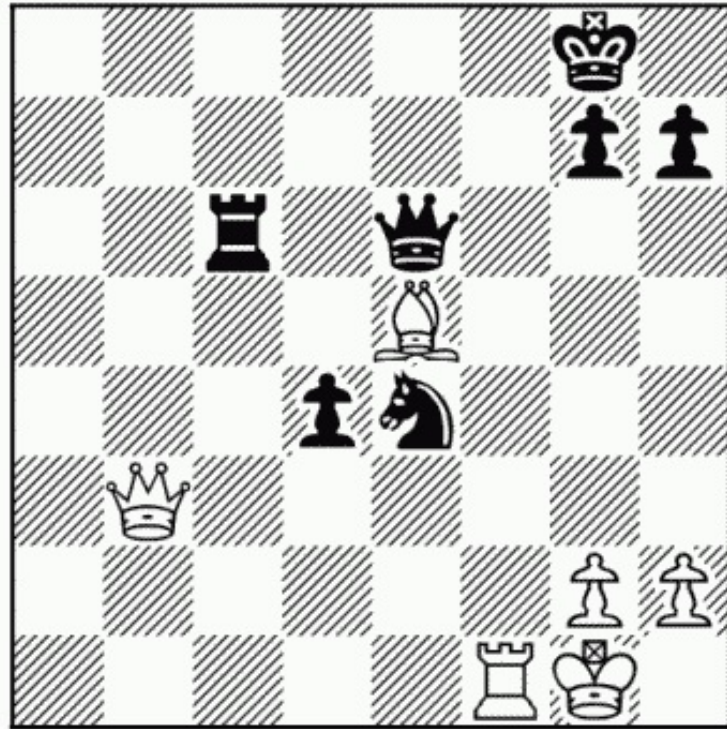
In general, the interference theme produces a large proportion of artistic conclusions. This is due to the finesse involved in forcing the defender's pieces to destroy each other's working ability.

*White Moves First*

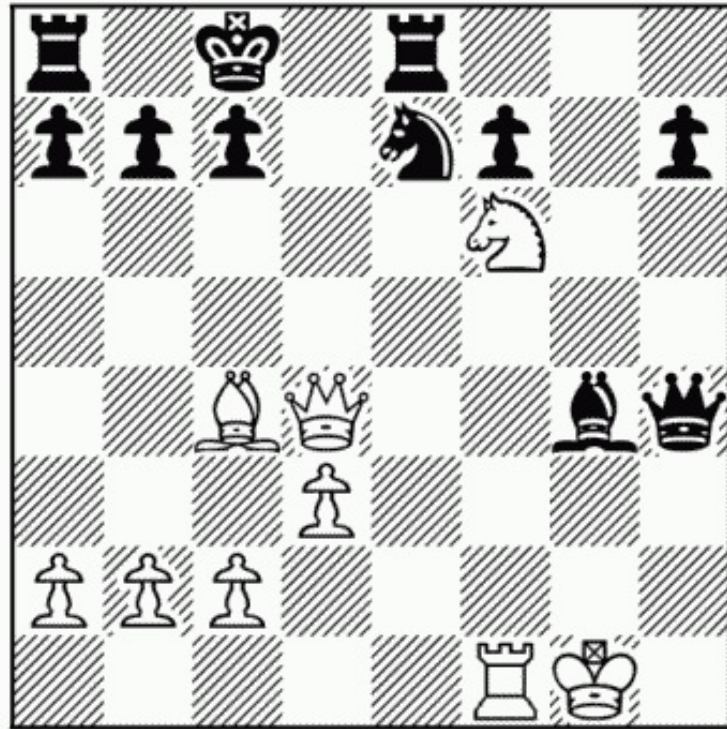
[583](#)



[584](#)

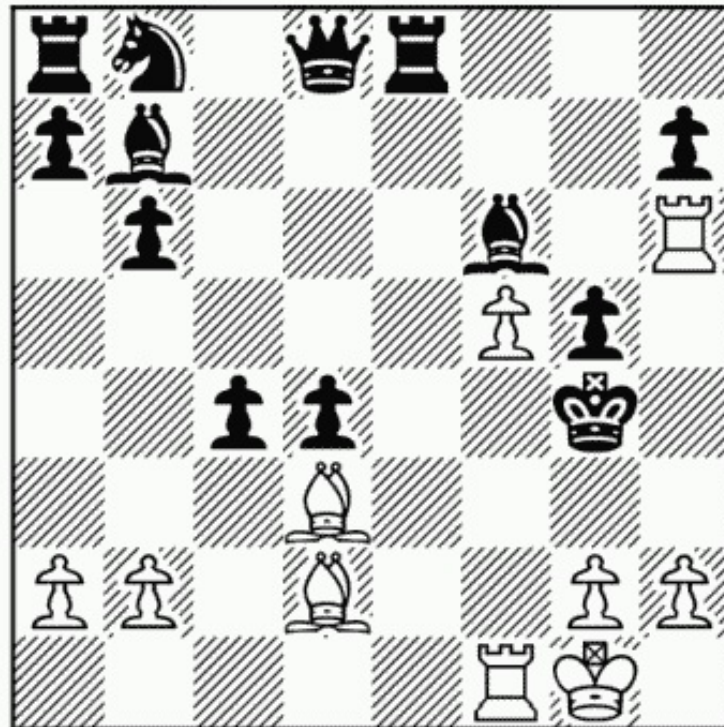


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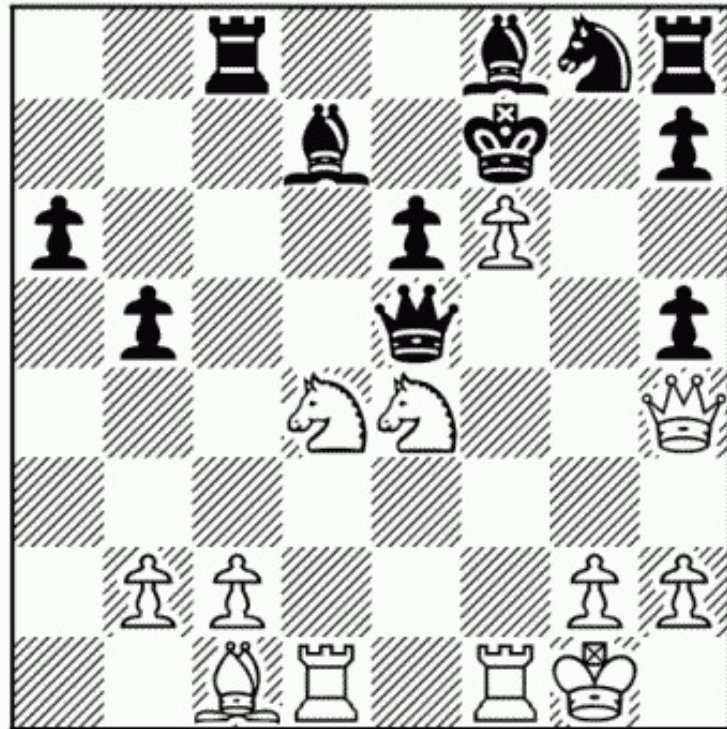


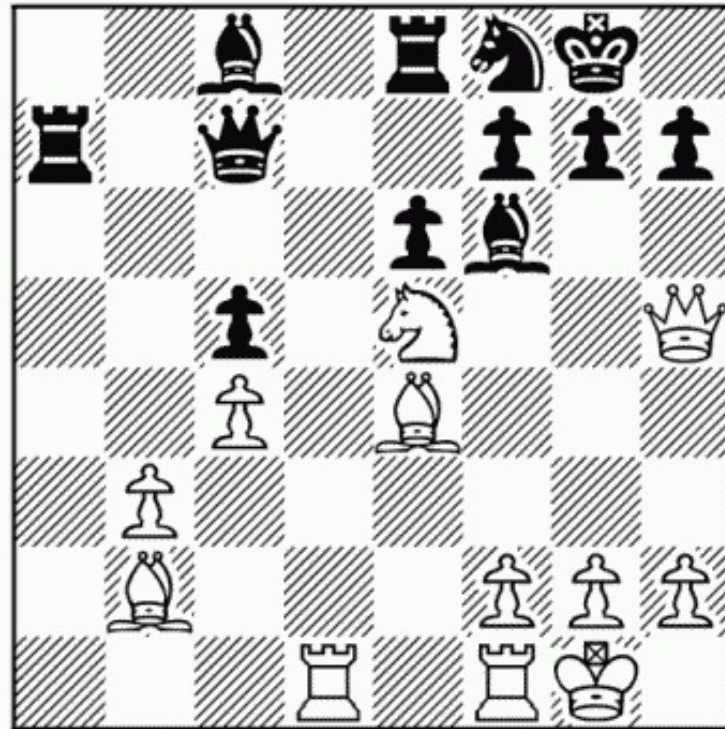


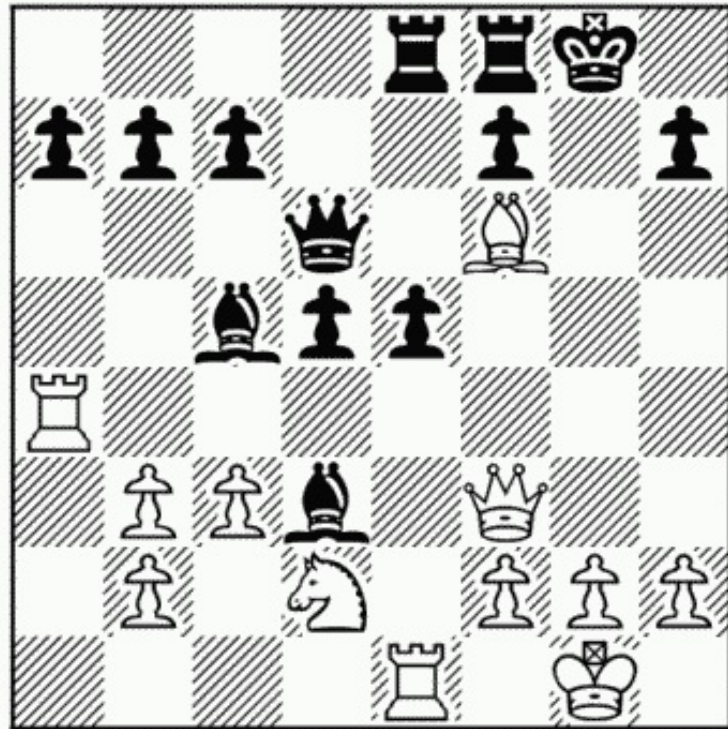
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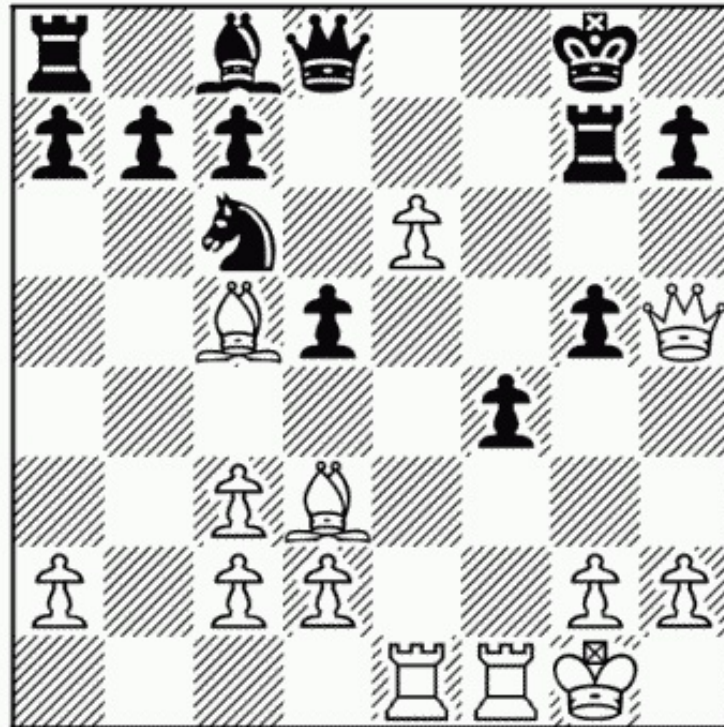


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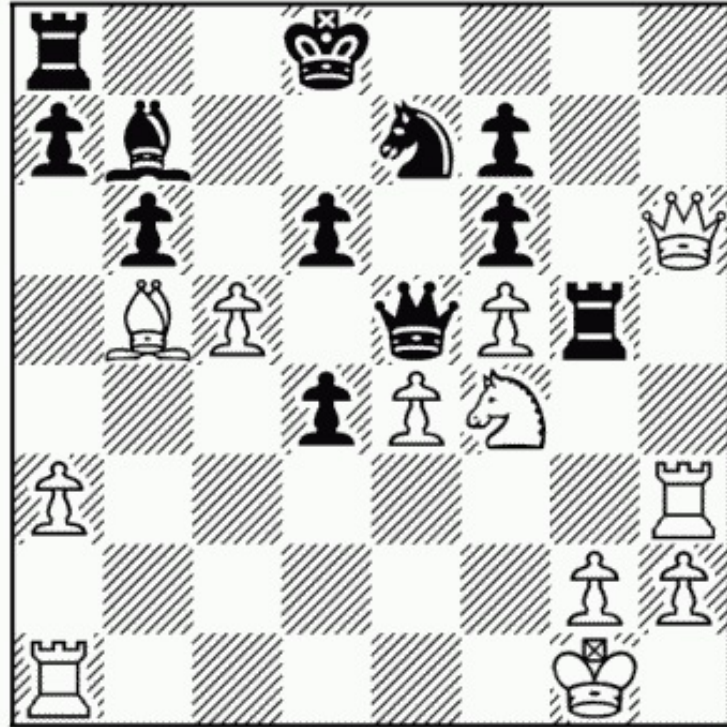


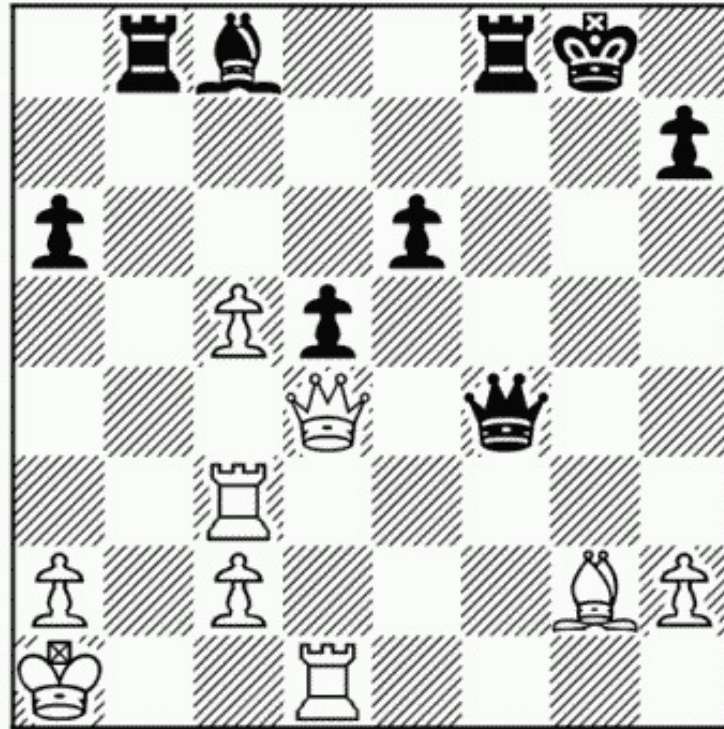


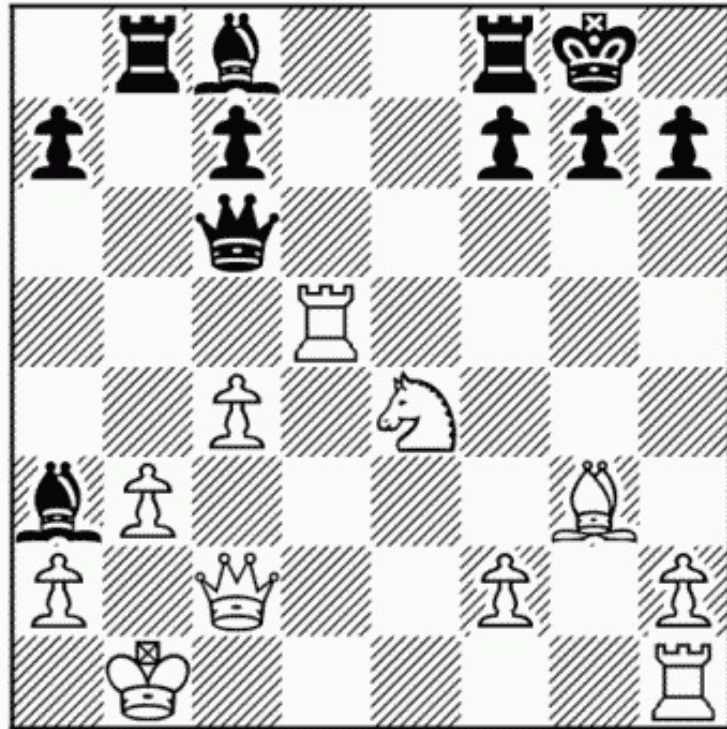


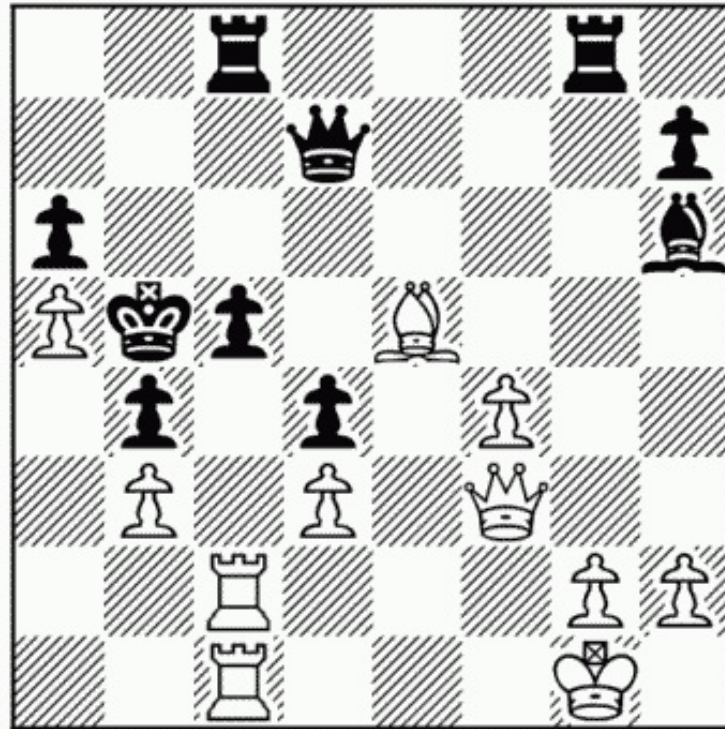




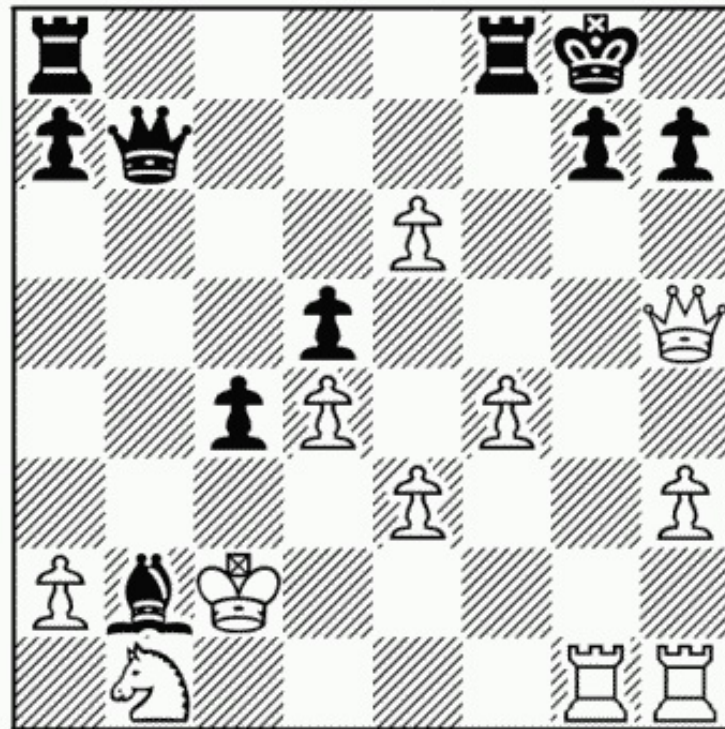




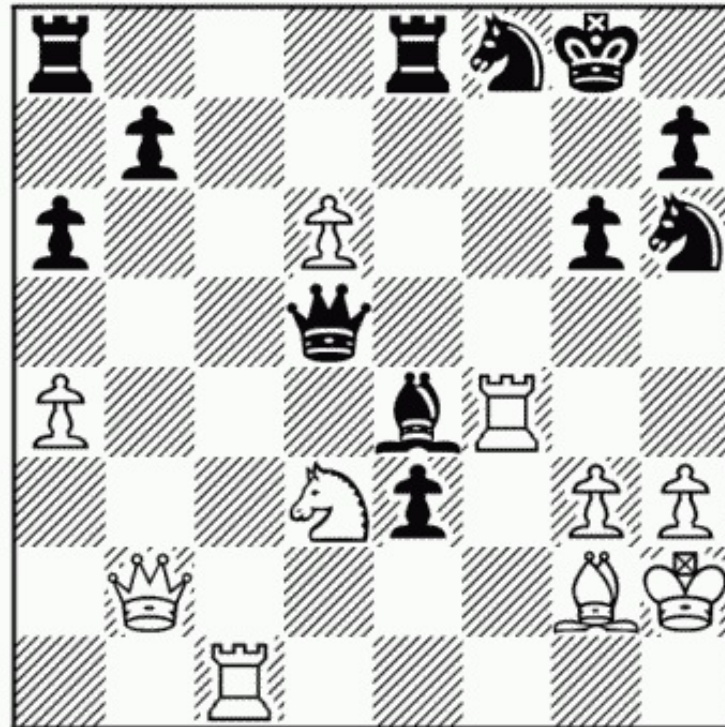




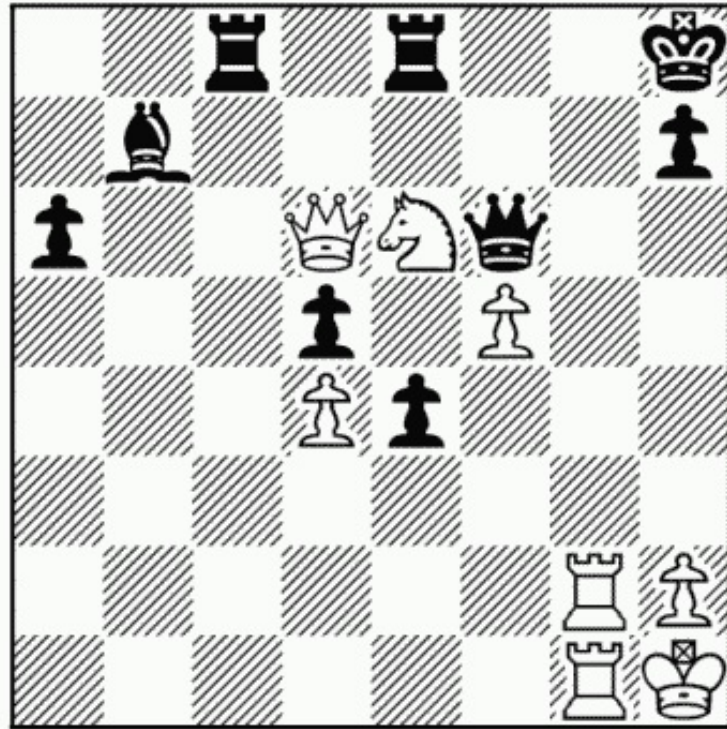
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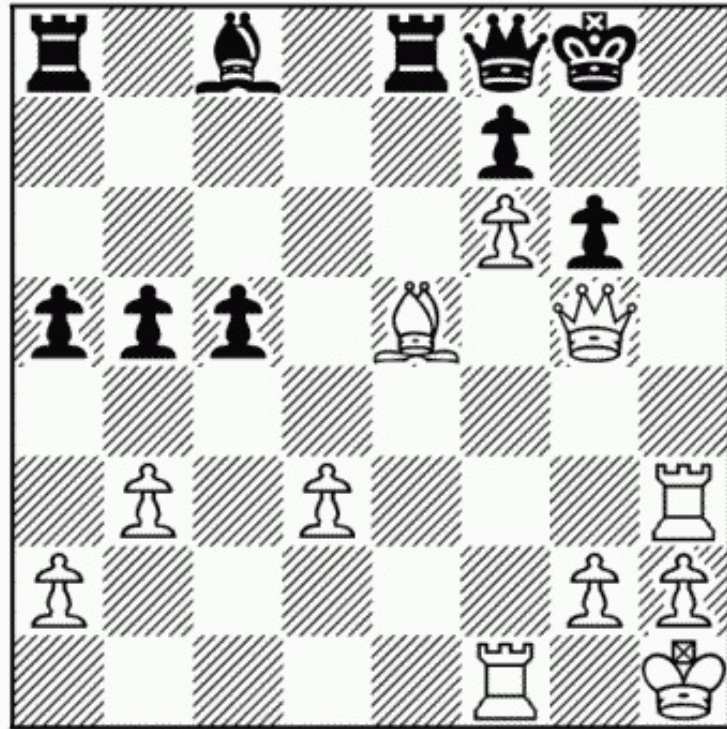


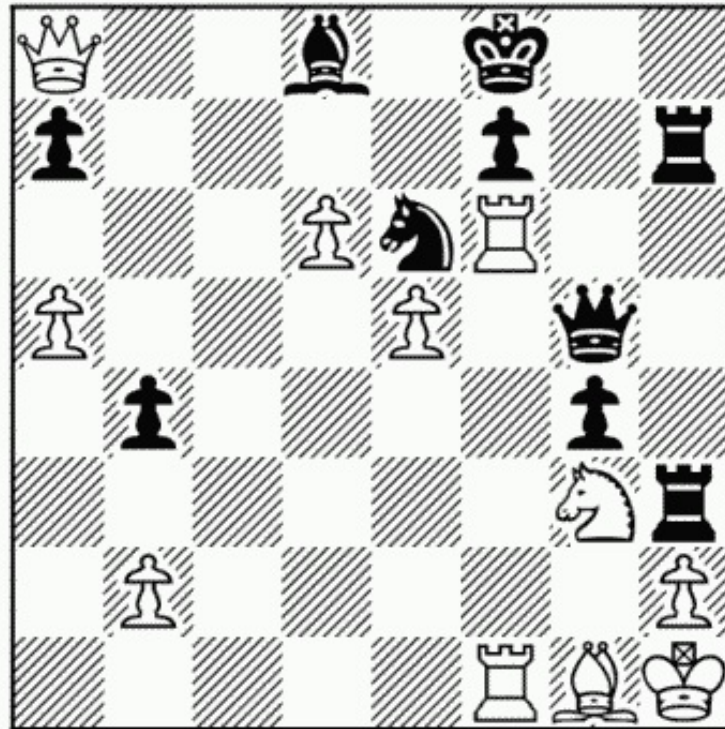




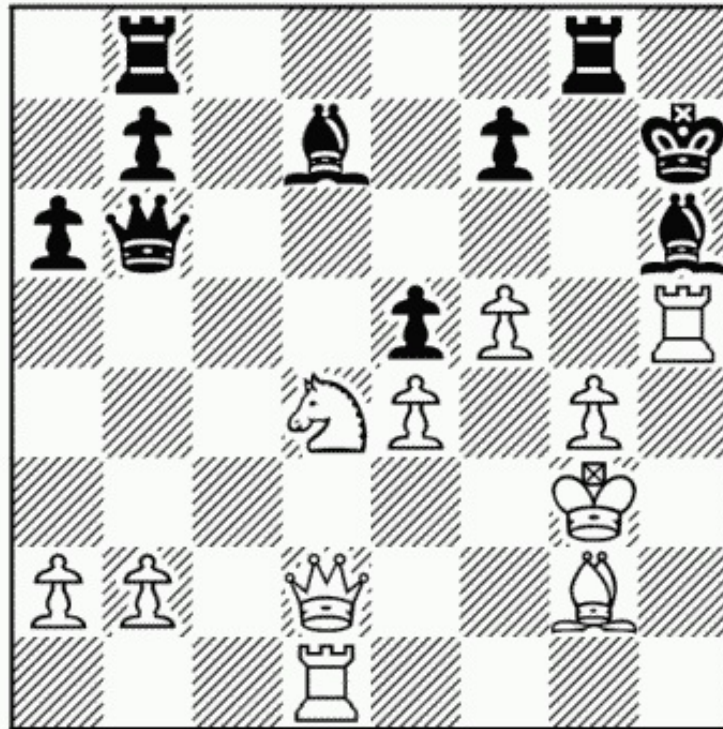
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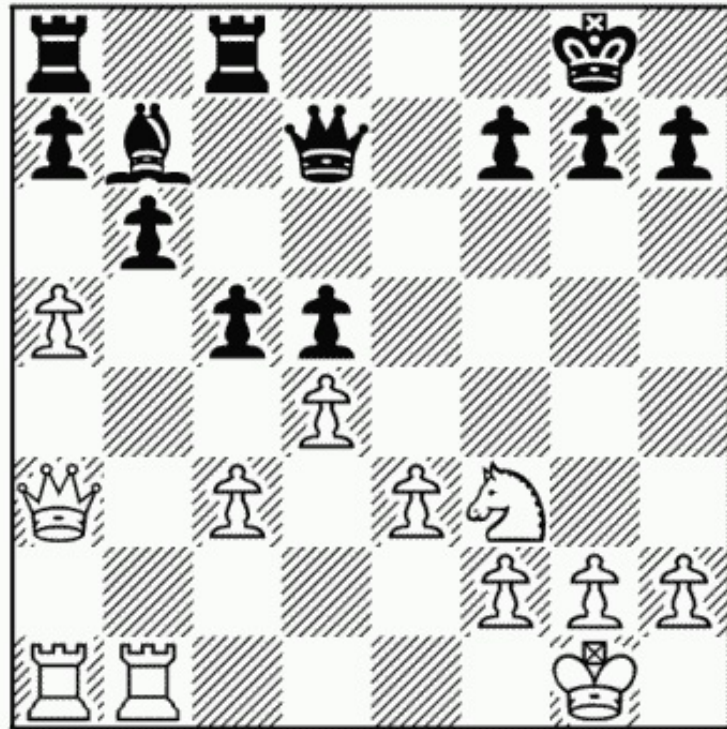


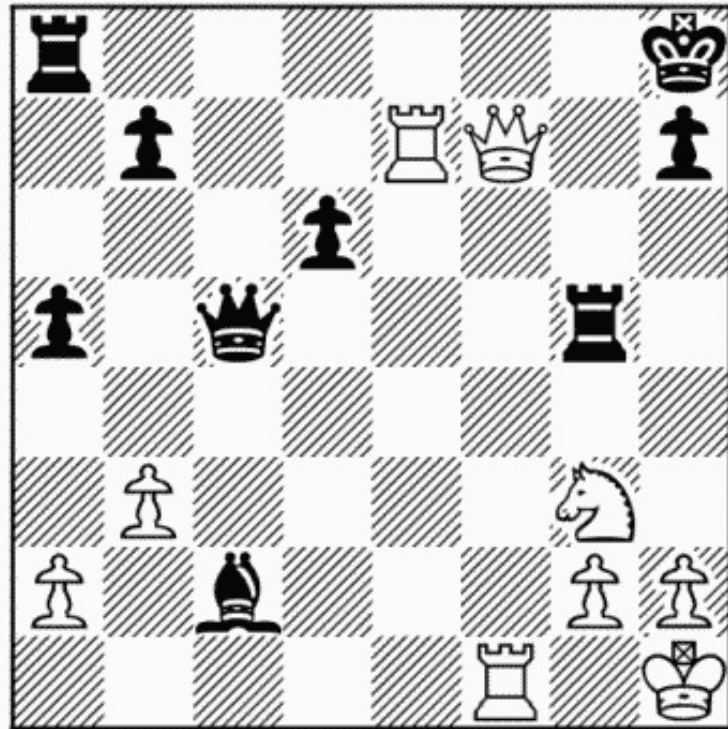
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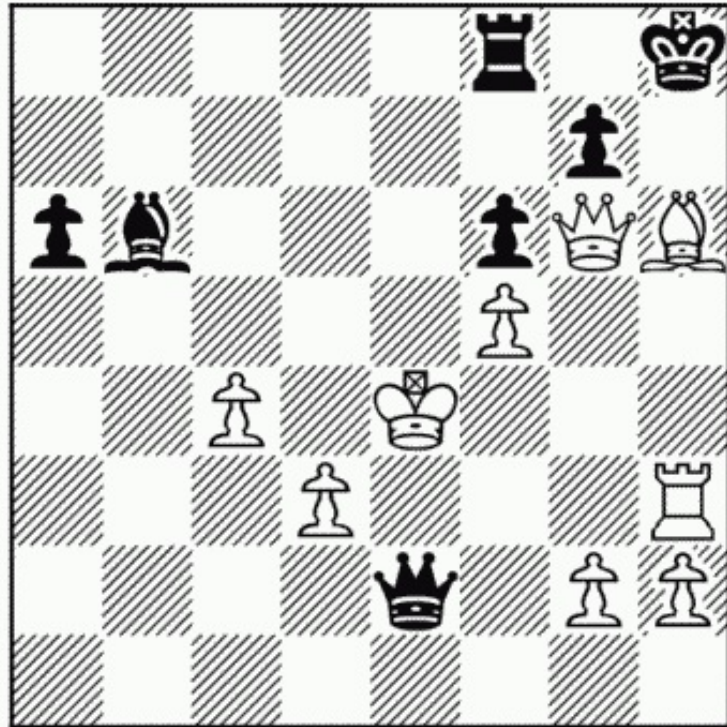


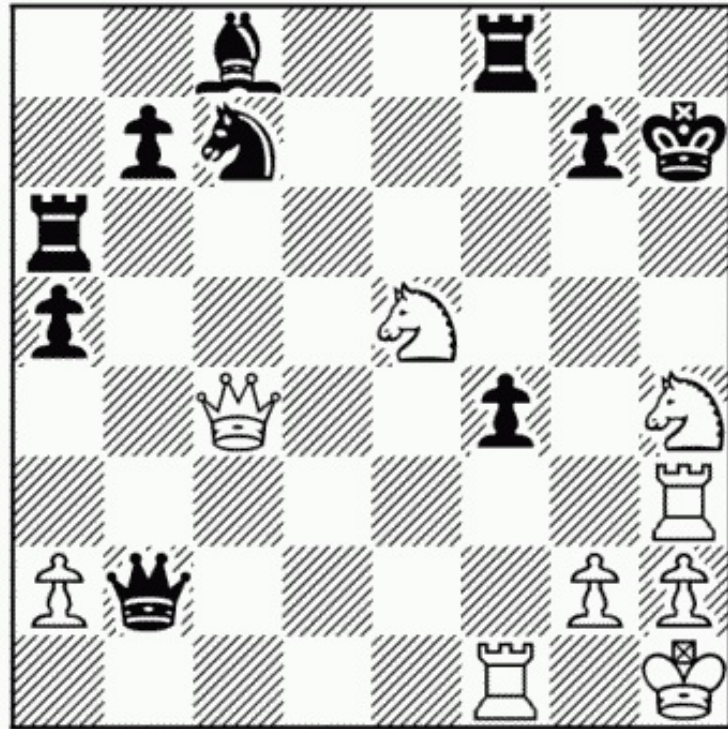
[601](#)



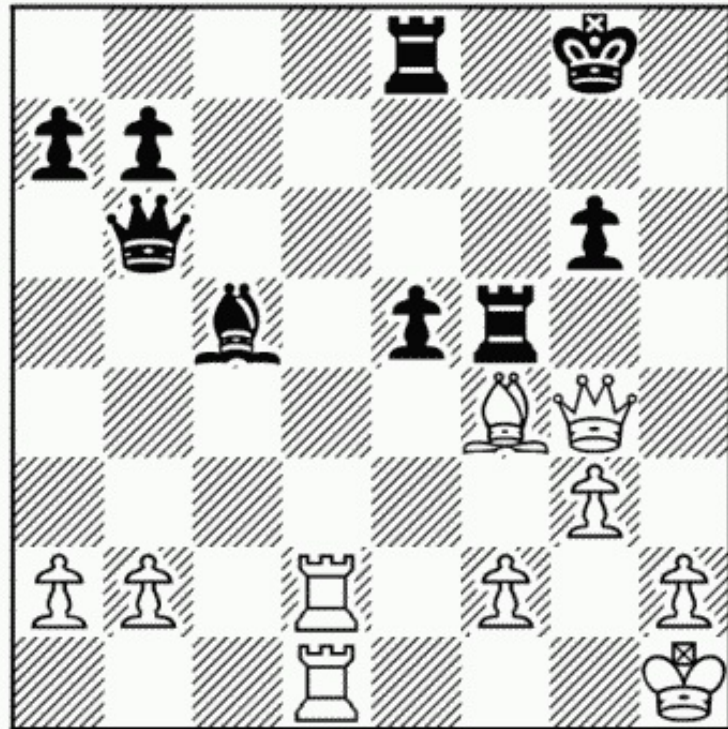


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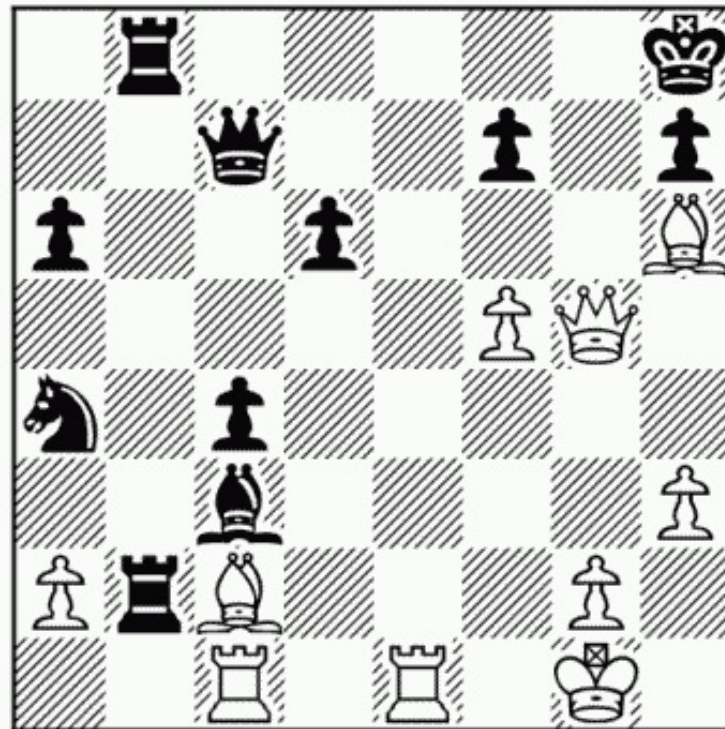




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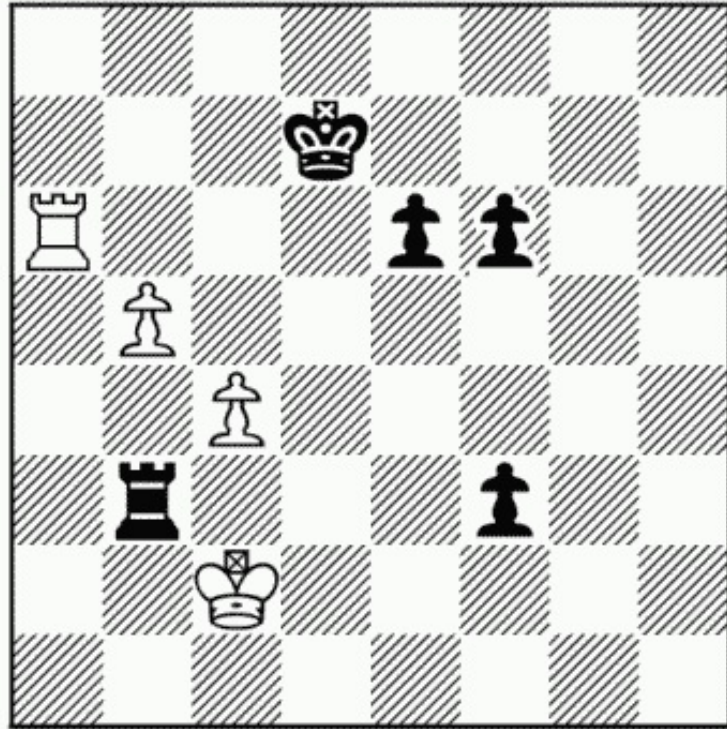


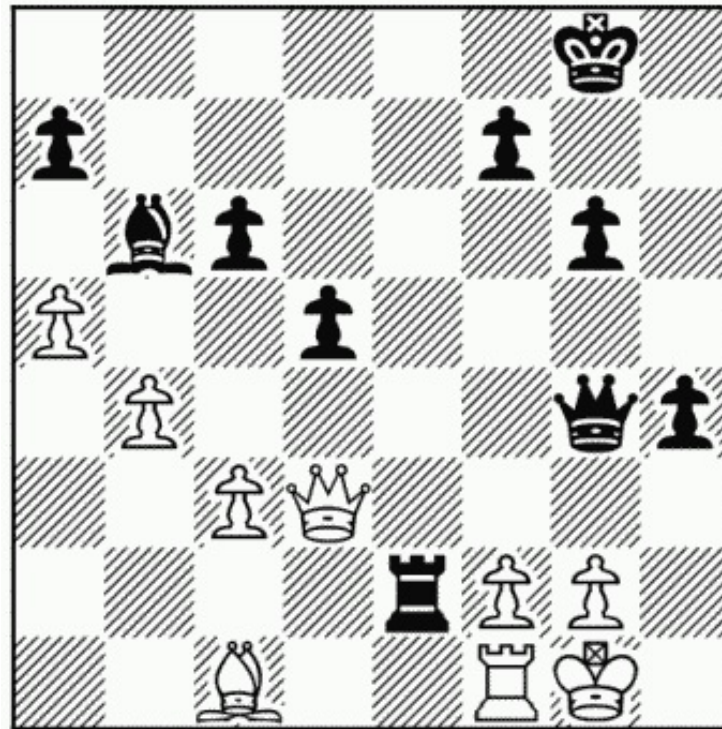


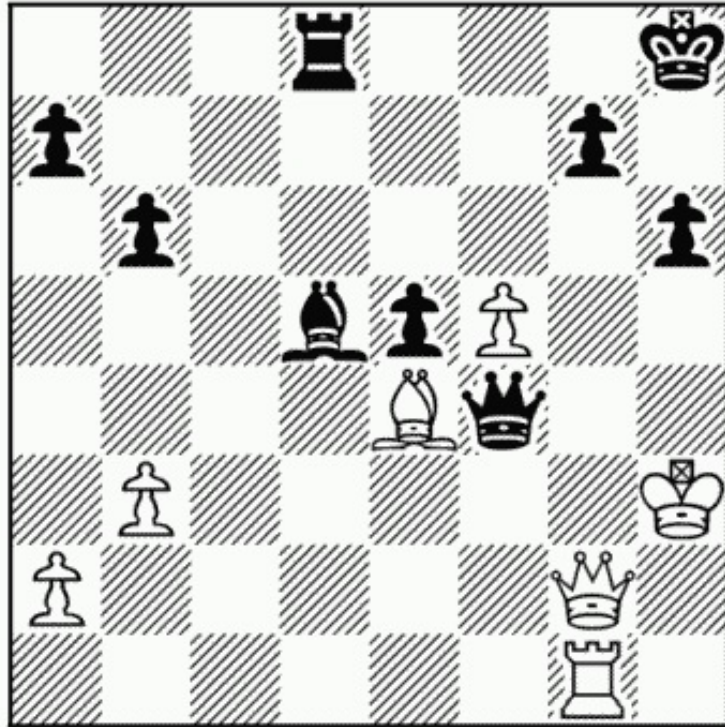


*Black Moves First*

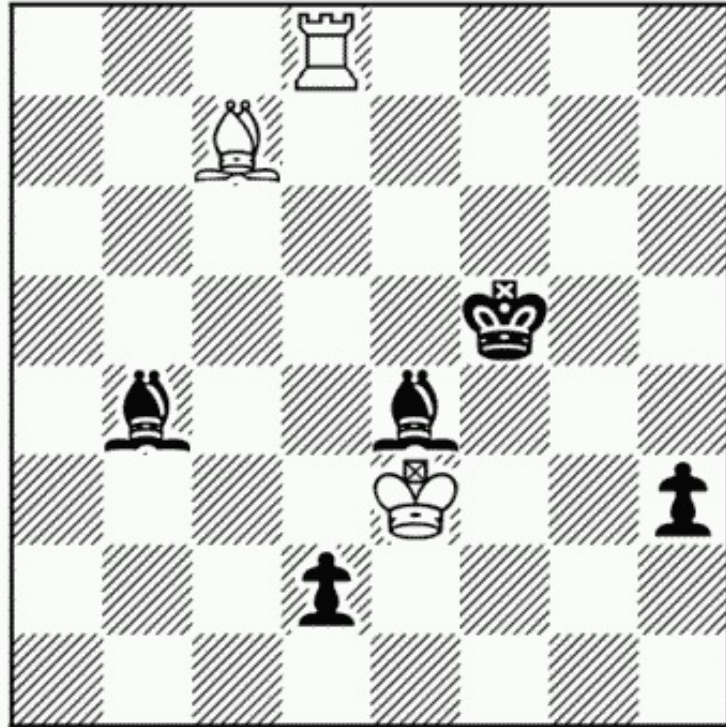
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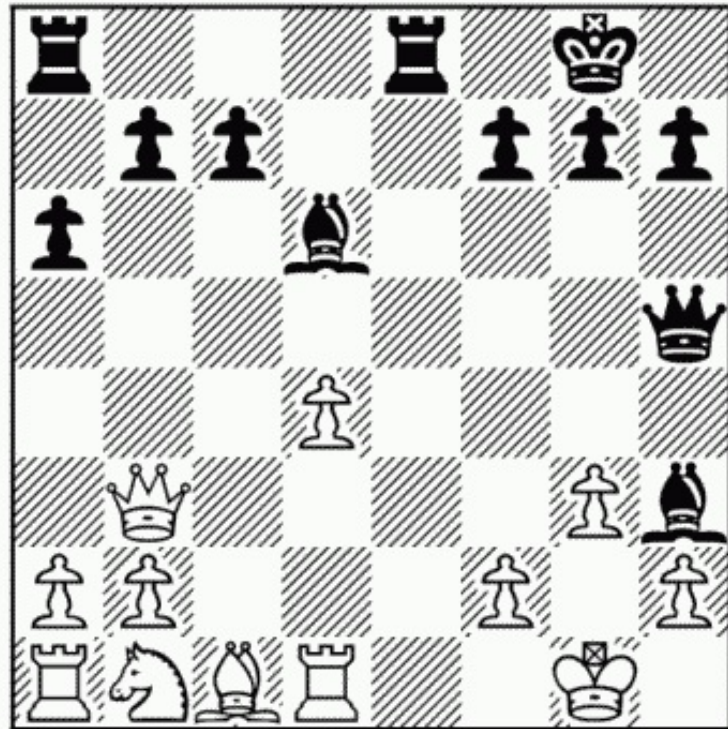


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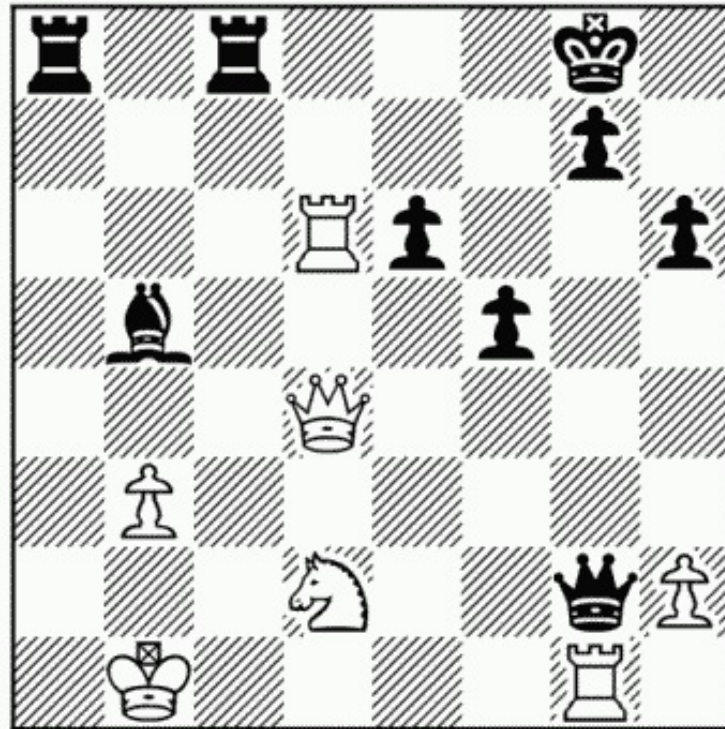




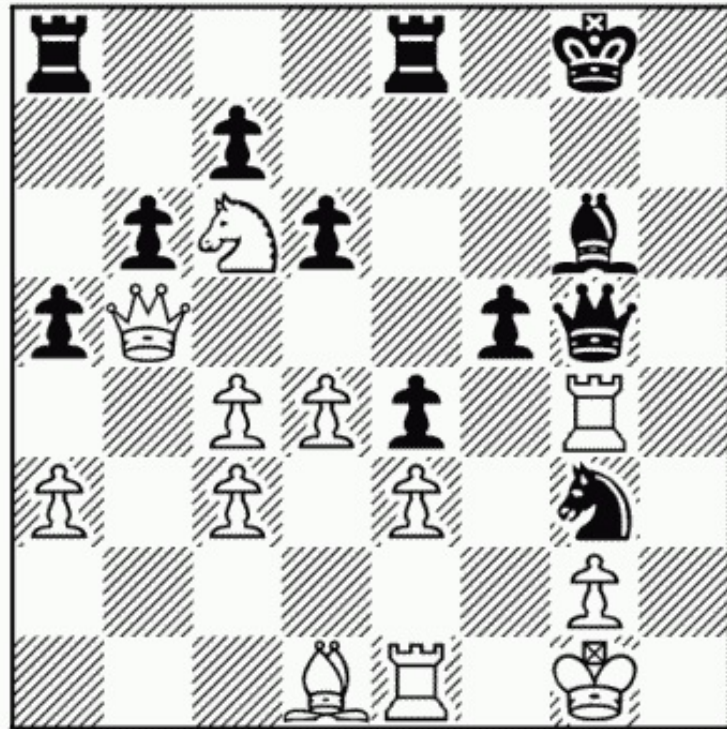
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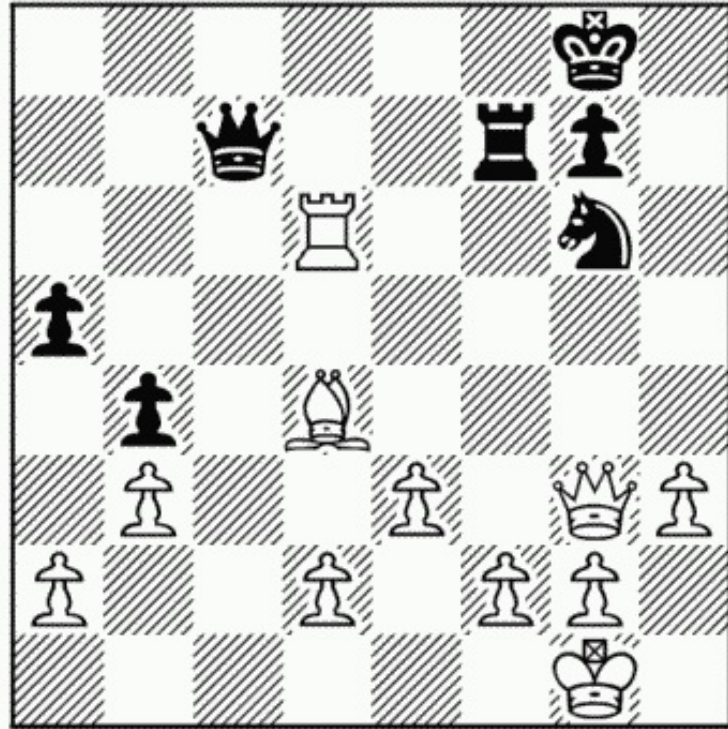
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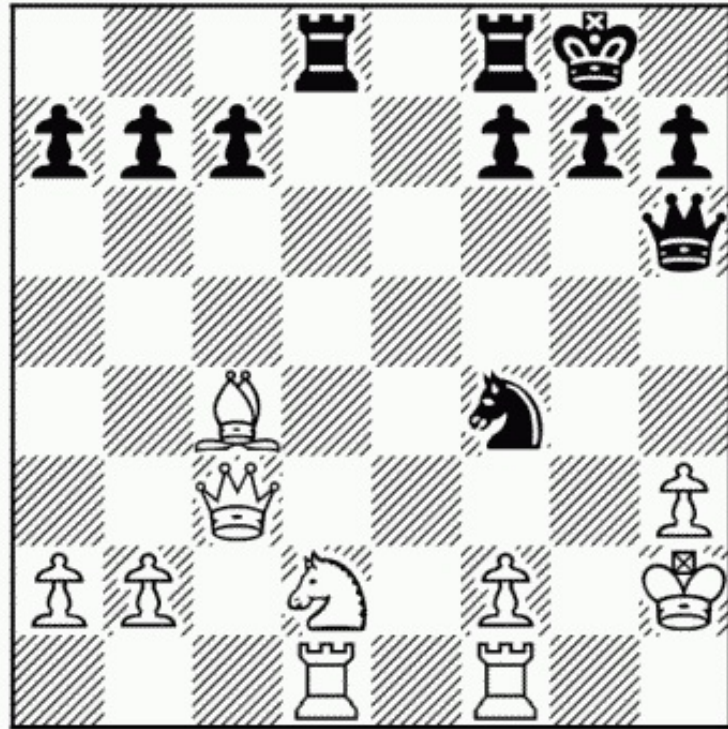
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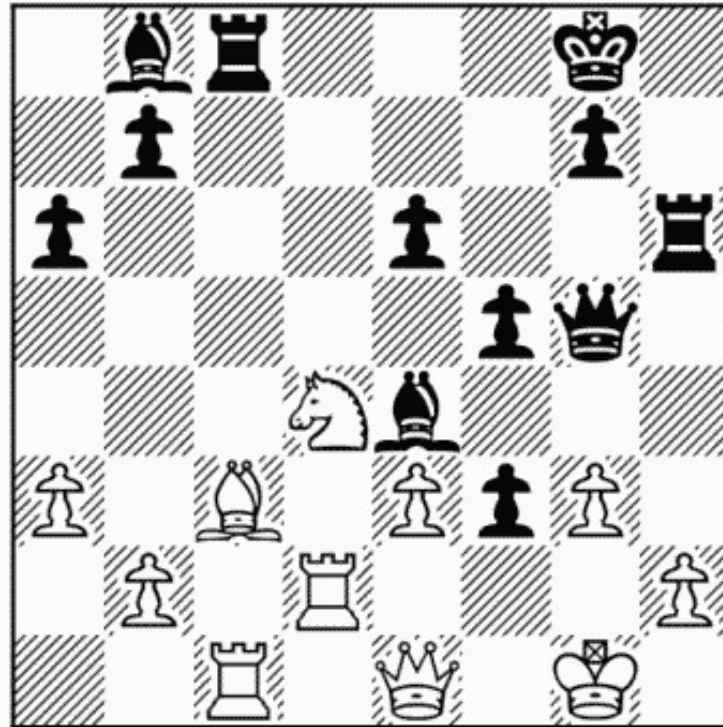
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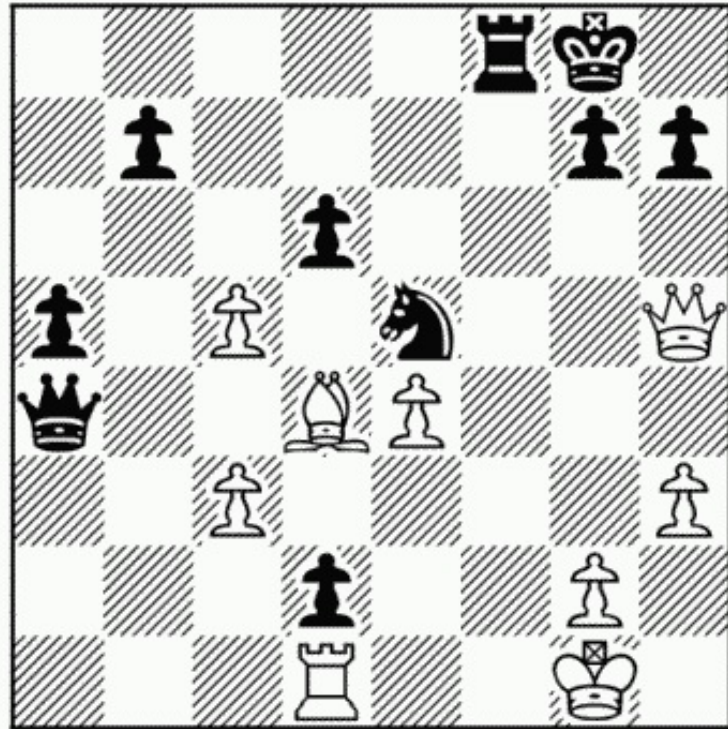
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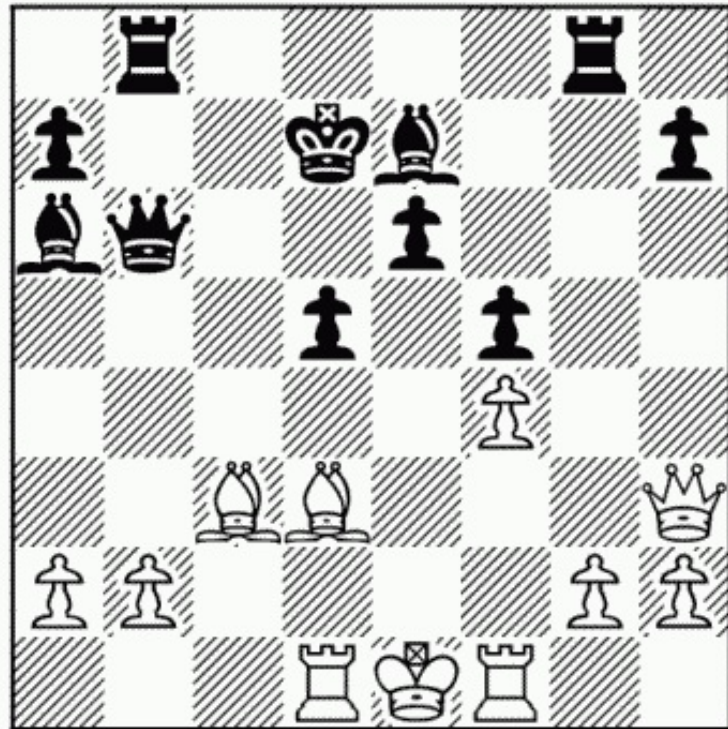


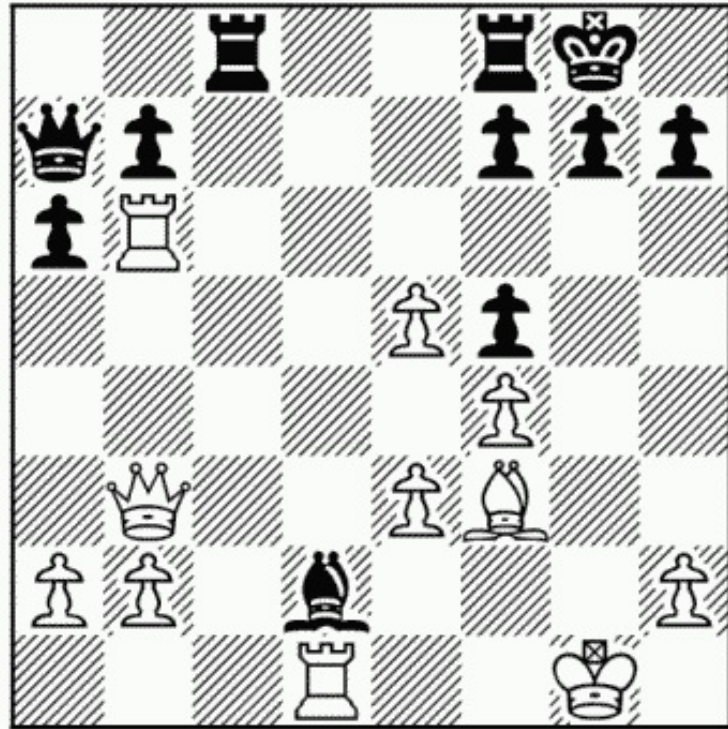


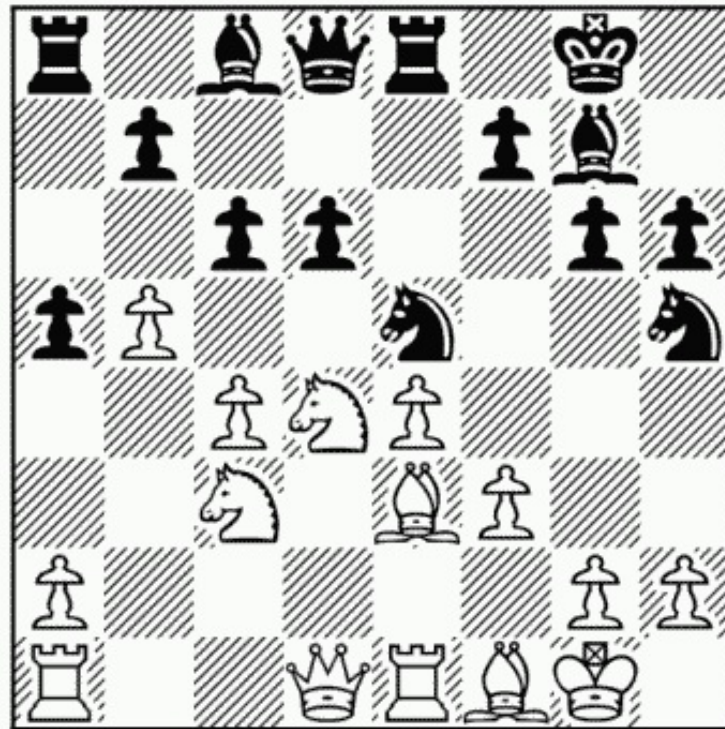
[617](#)



[618](#)

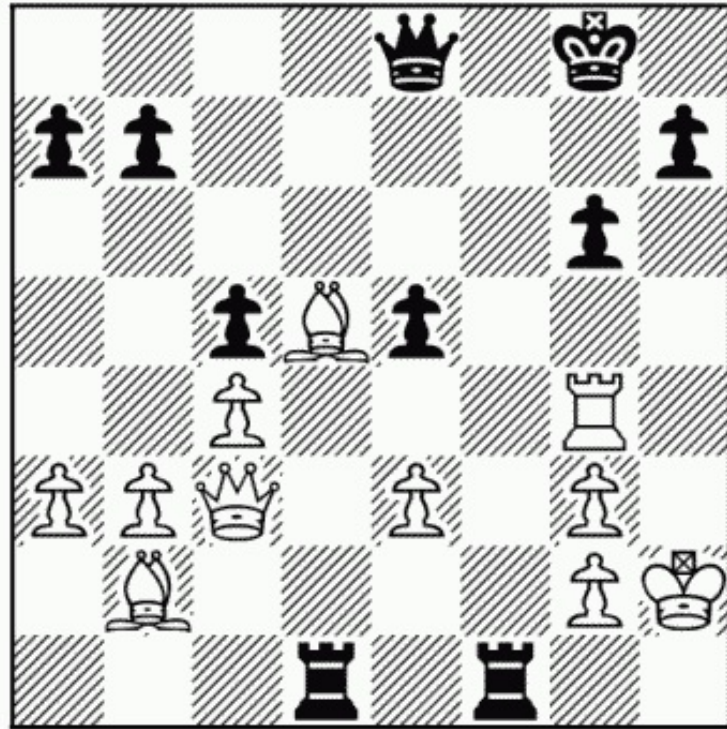




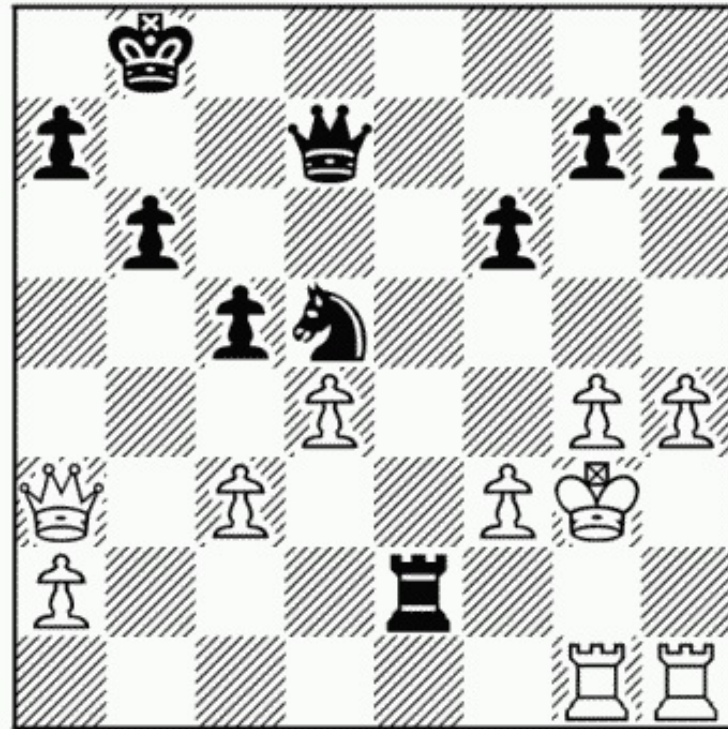




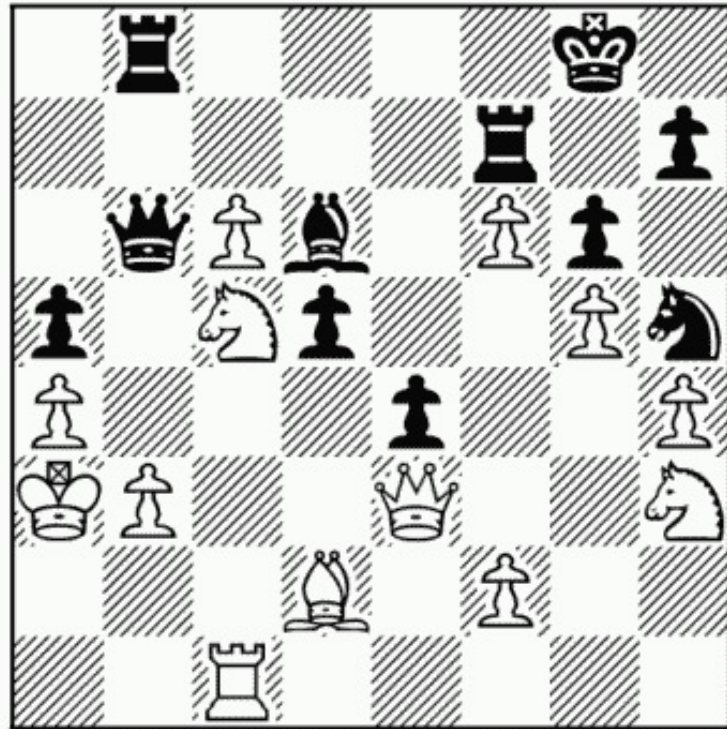
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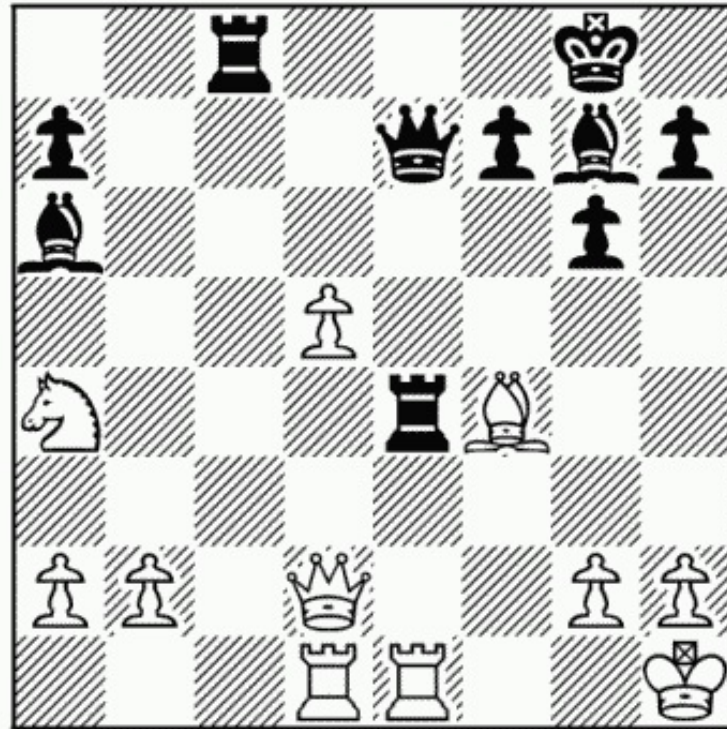
[622](#)



623



[624](#)



## 11. Queening Combinations

This is one of the most important of all the tactical themes, for successful queening of a pawn is equivalent to being a queen ahead. And even if your opponent loses “only” a piece in getting rid of the new queen, he has suffered a disastrous material loss.

Since successful pawn promotion is so valuable a resource, it offers considerable scope for striking sacrifices of material. Thus, it is well worth while to sacrifice one’s queen in order to promote to a new queen which gives checkmate in the act of queening. This is what happens for example, in [Diagram 645](#).

[Diagram 631](#) is one of the many examples which show how the queening of a pawn may lead to a decisive gain of material. [Diagram 625](#) illustrates the same motif.

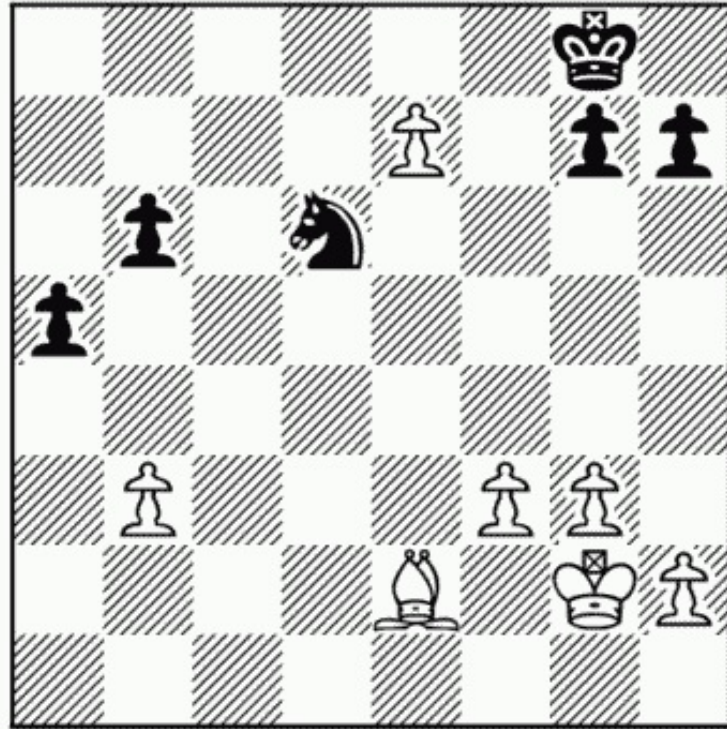
[Diagram 648](#) is interesting as showing how the potential queening possibility can inspire a player to create a whole series of pretty tactical strokes. Given a *clue* to the situation—in this case the location of a pawn on the seventh rank—a player can think up one resourceful move after another.

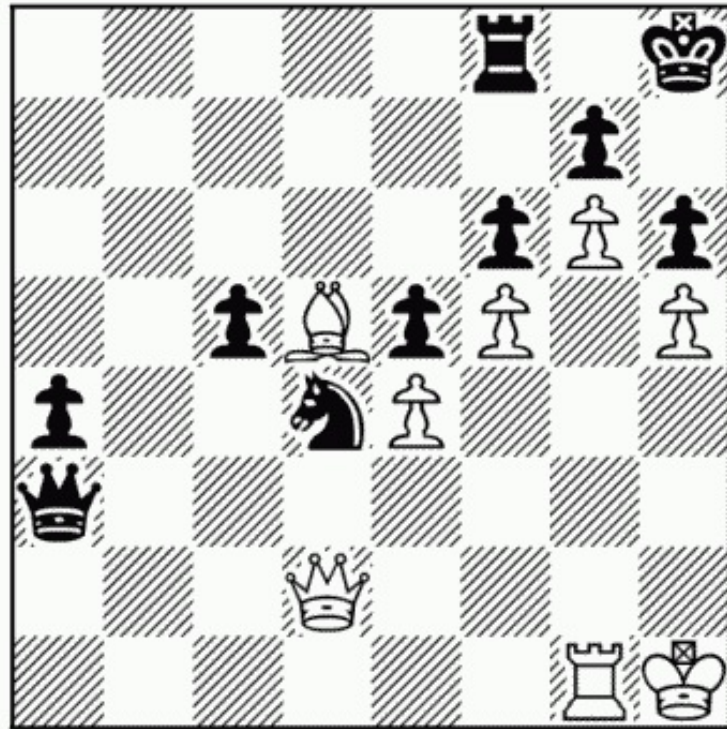
But the initial impetus is most important of all, and that is why it is of great value to be well aware of the enormous power of pawn promotion.



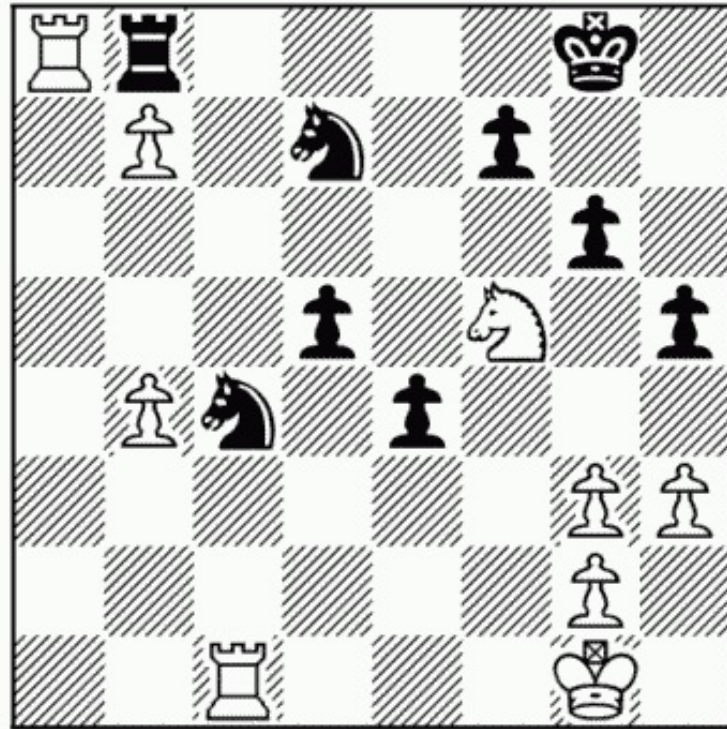
*White Moves First*

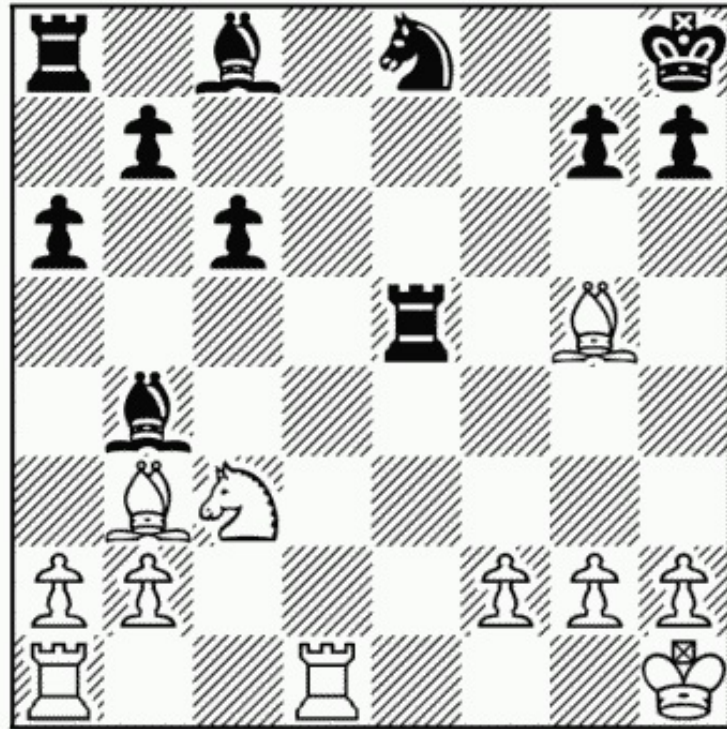
[625](#)



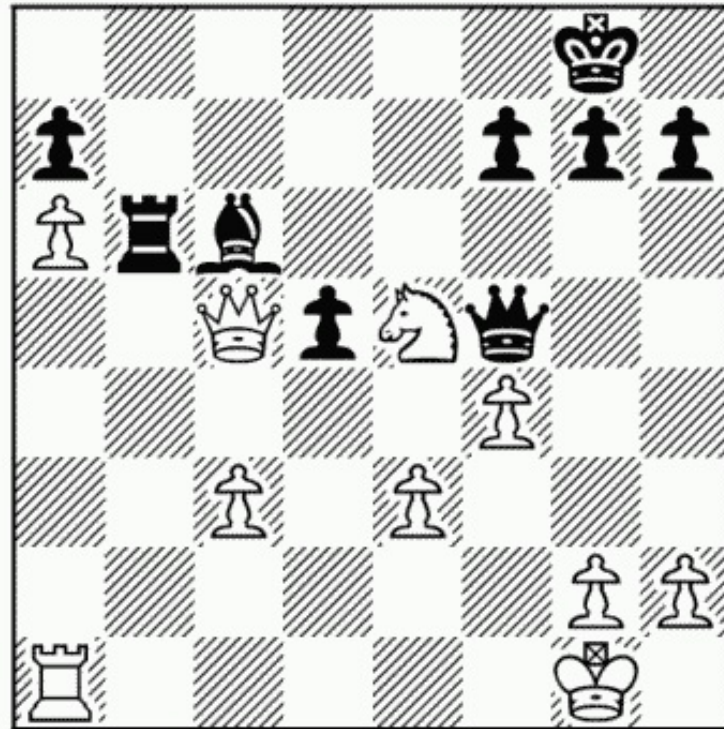


[627](#)



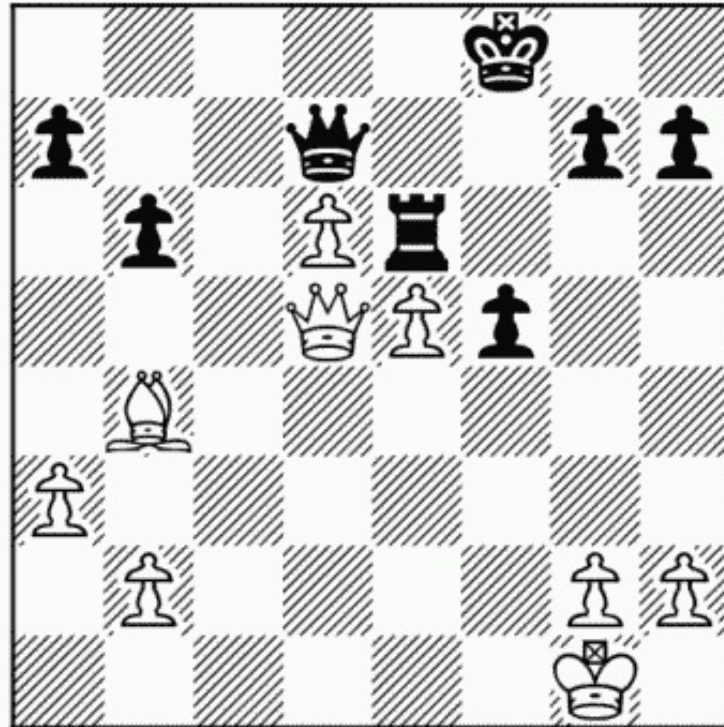


[629](#)

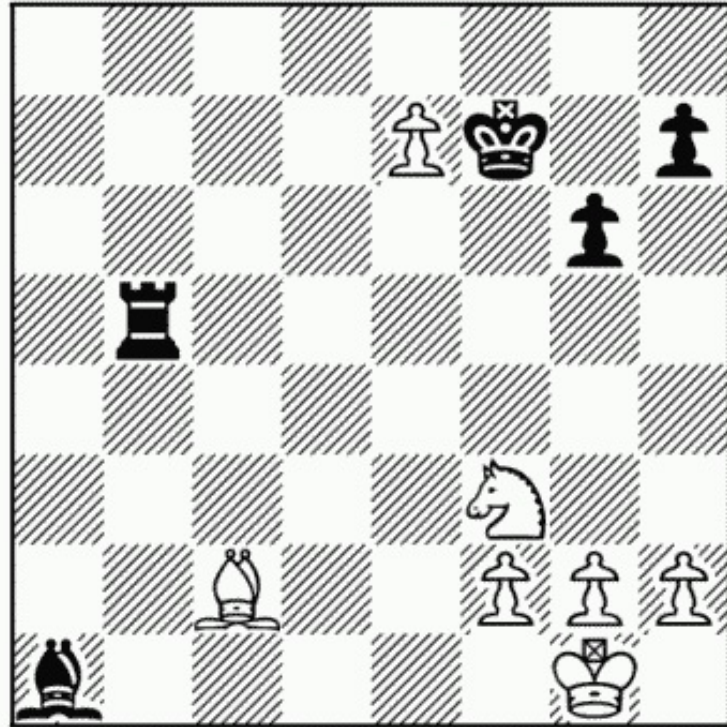


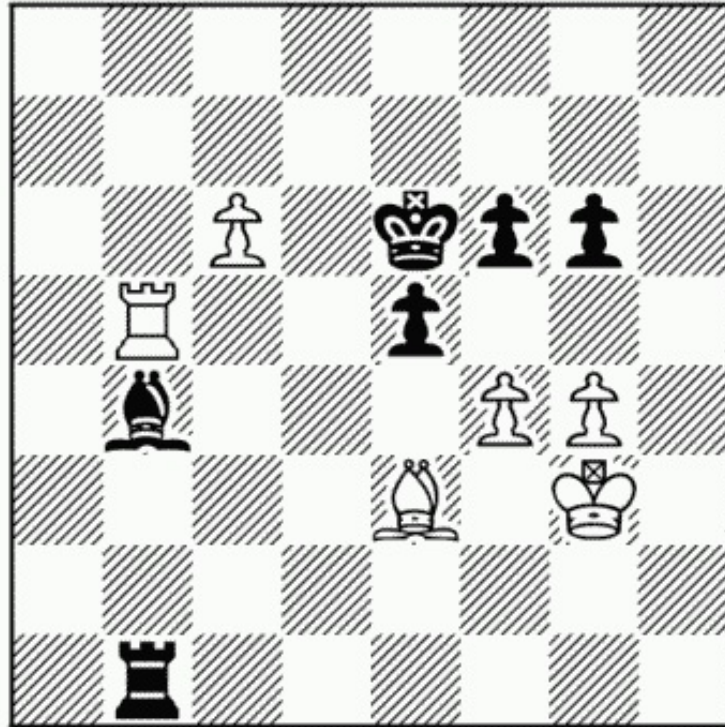


[630](#)

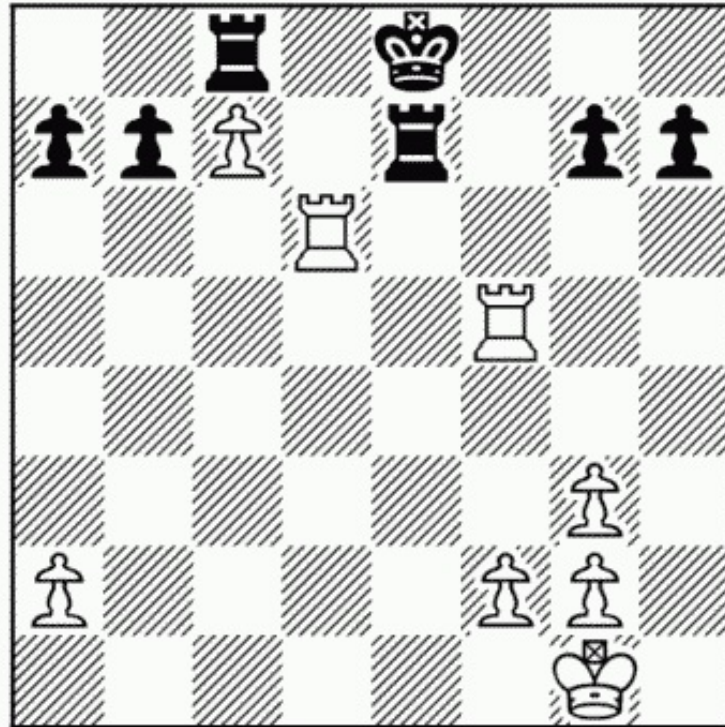


[631](#)

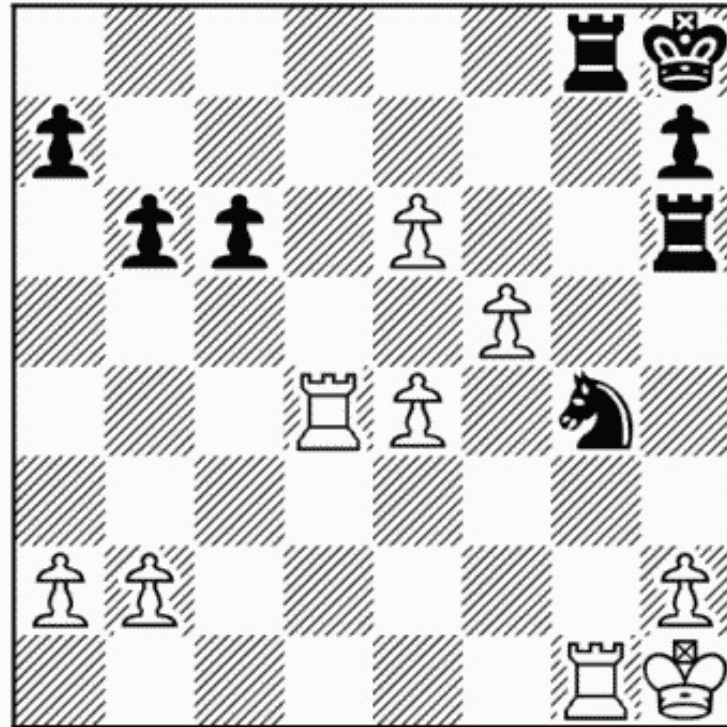




[633](#)

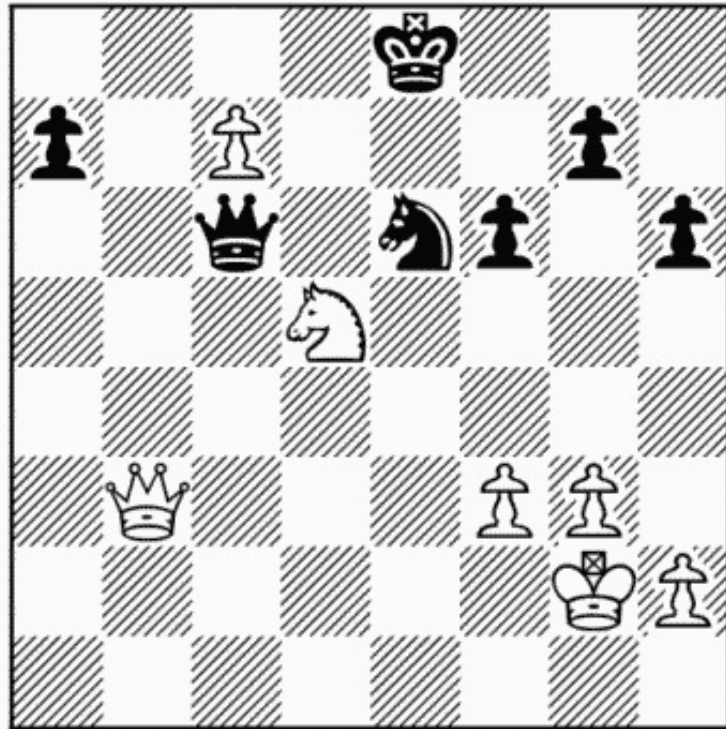


[634](#)

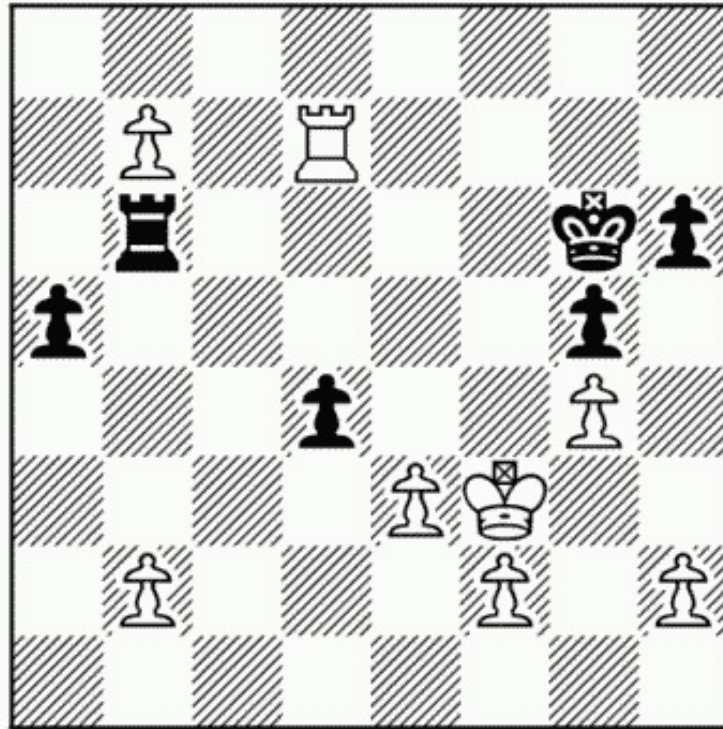




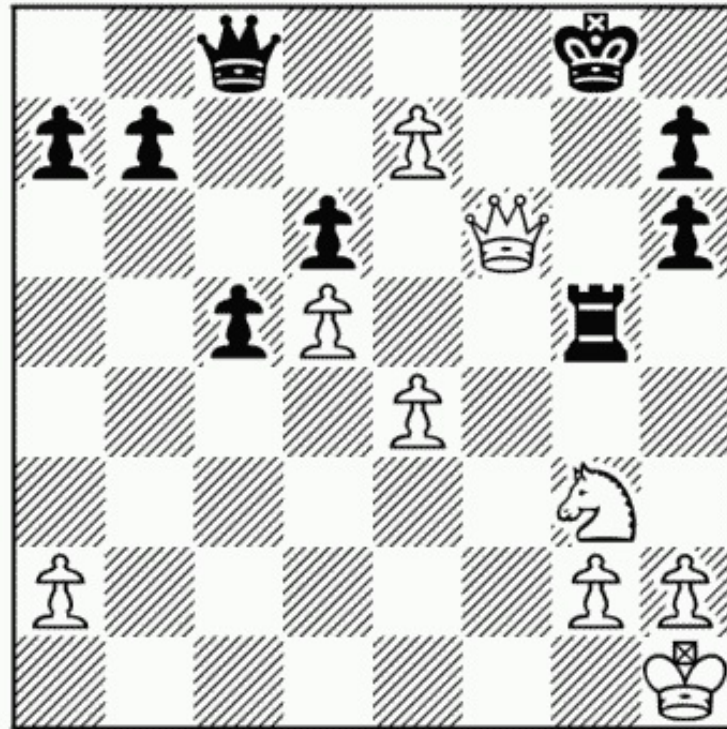
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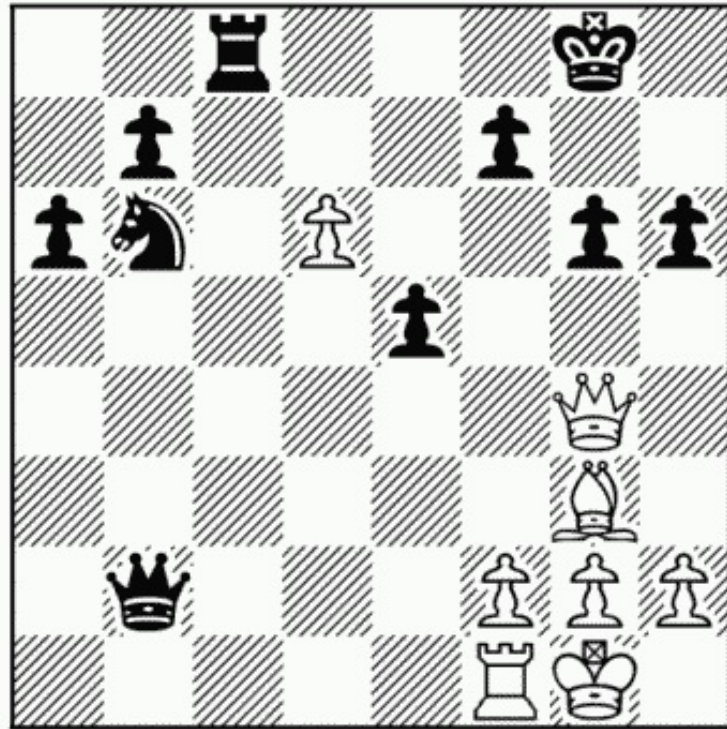
[636](#)



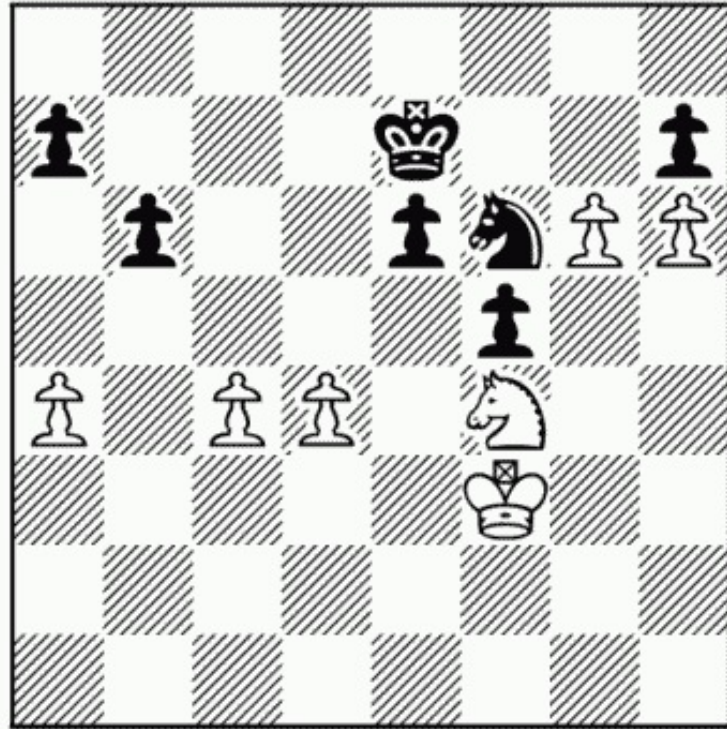
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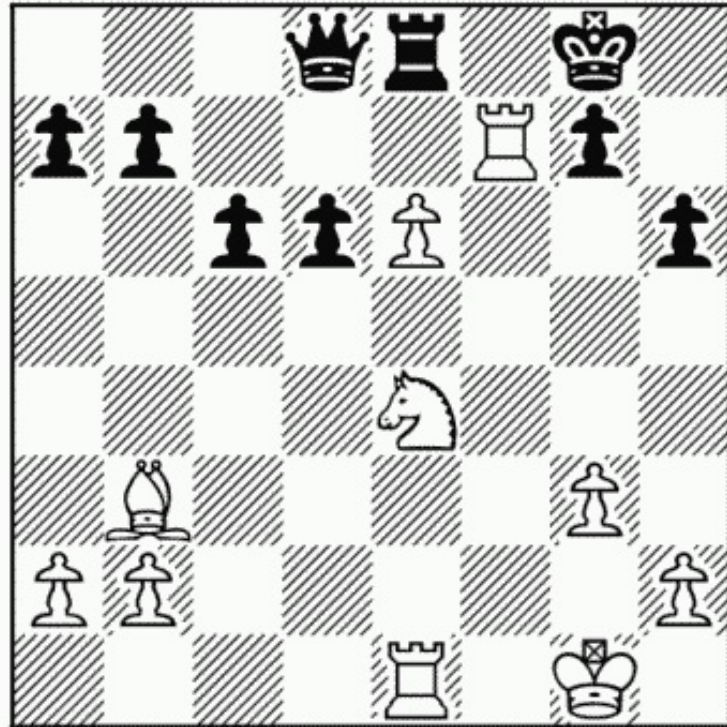


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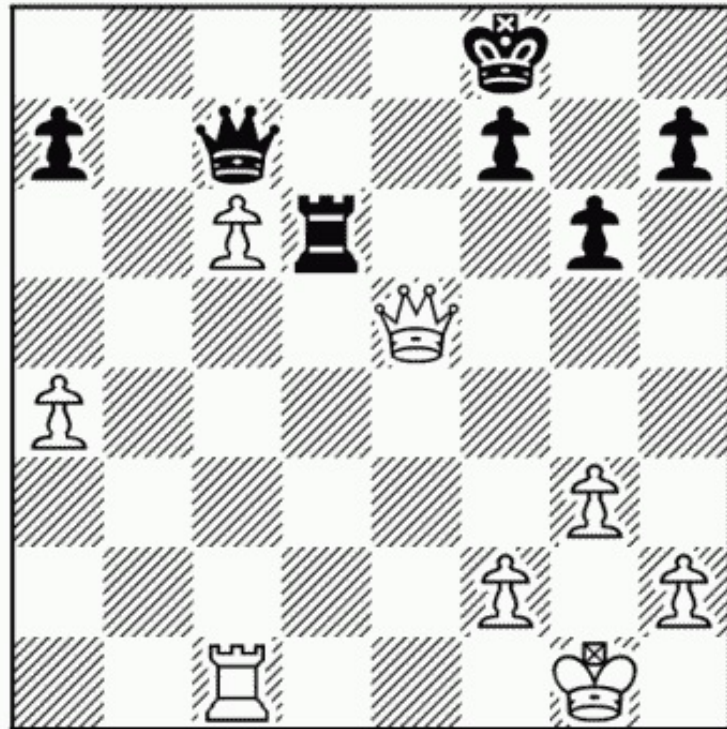




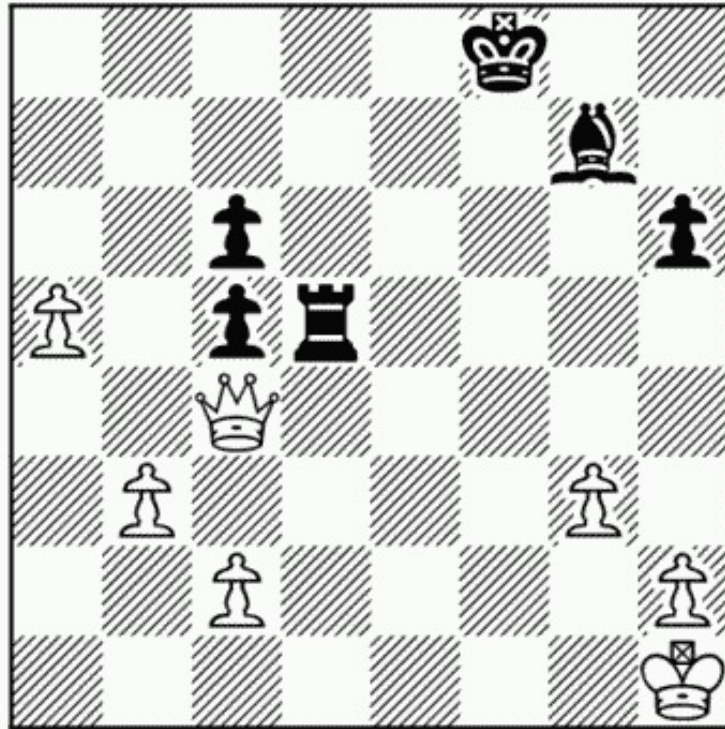
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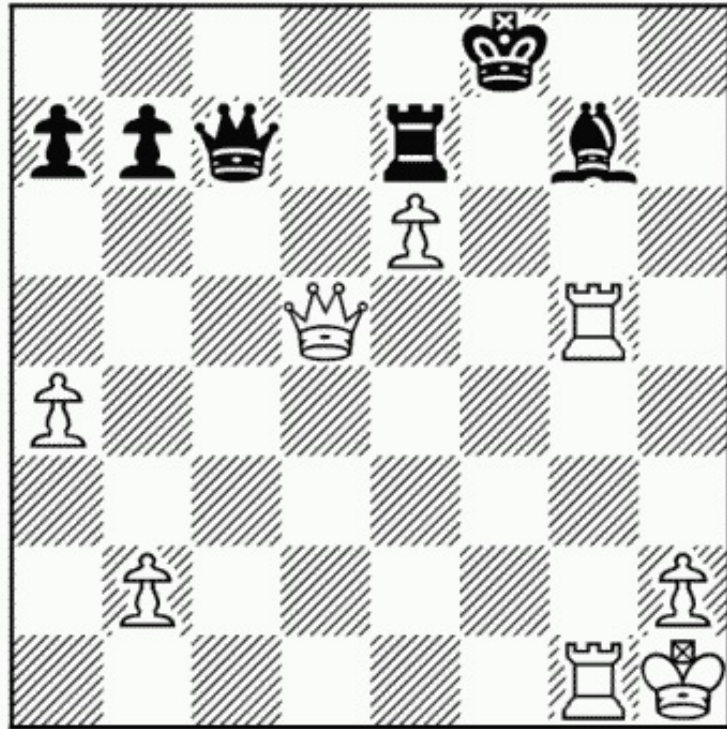
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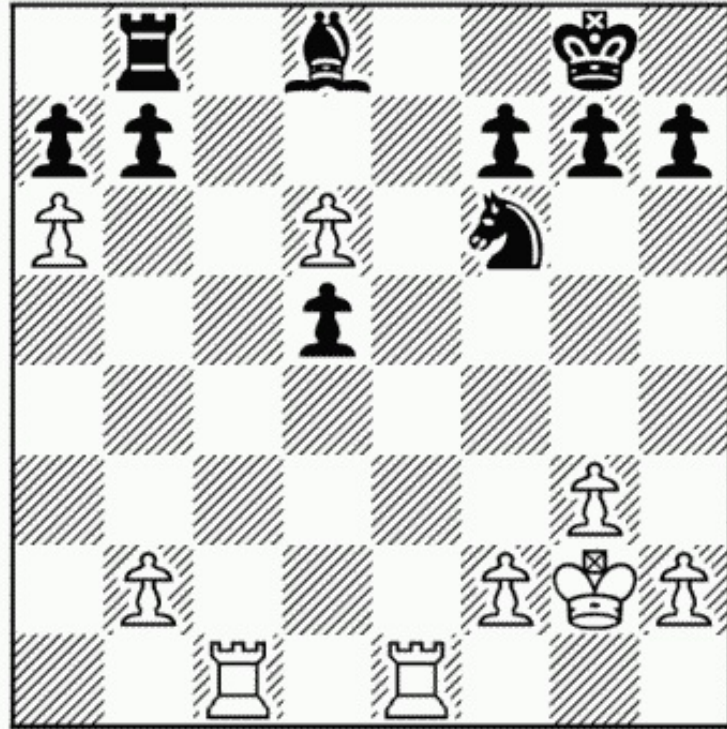
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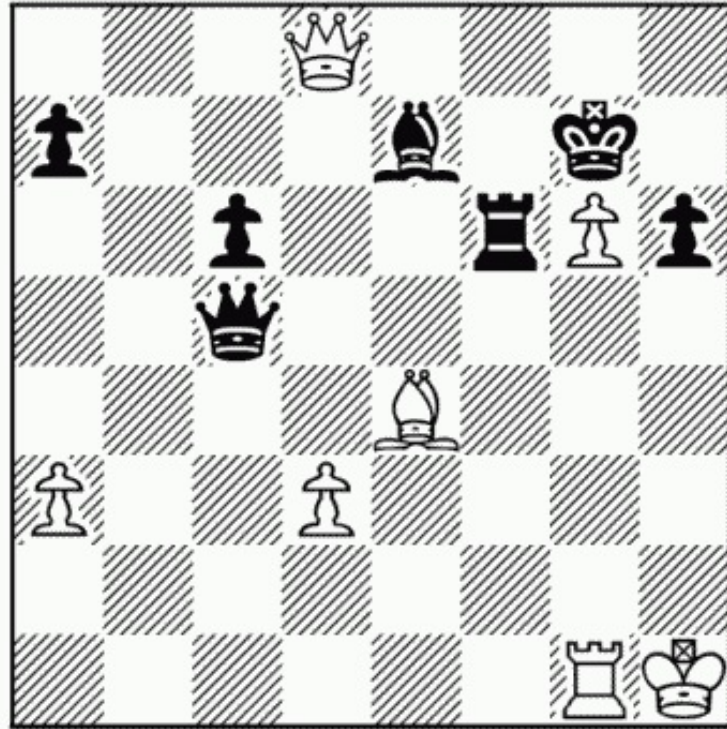


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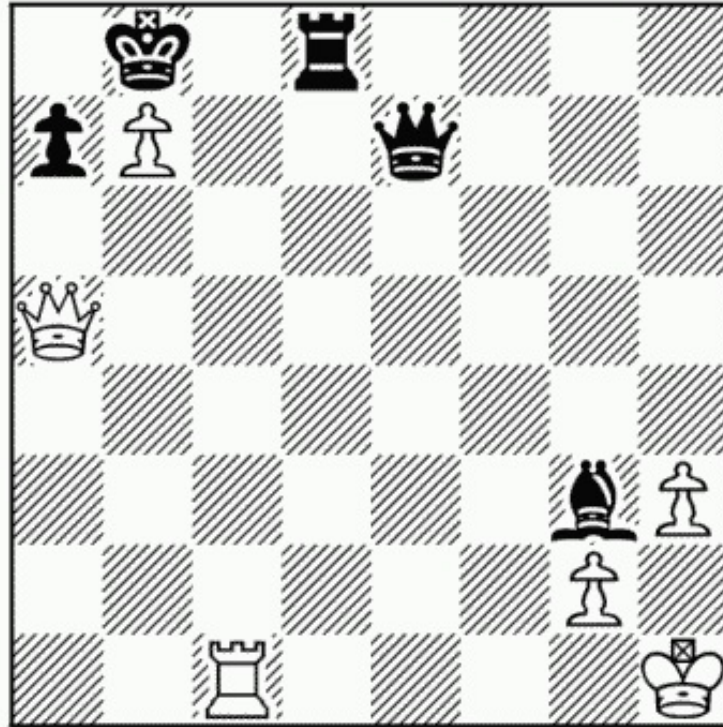




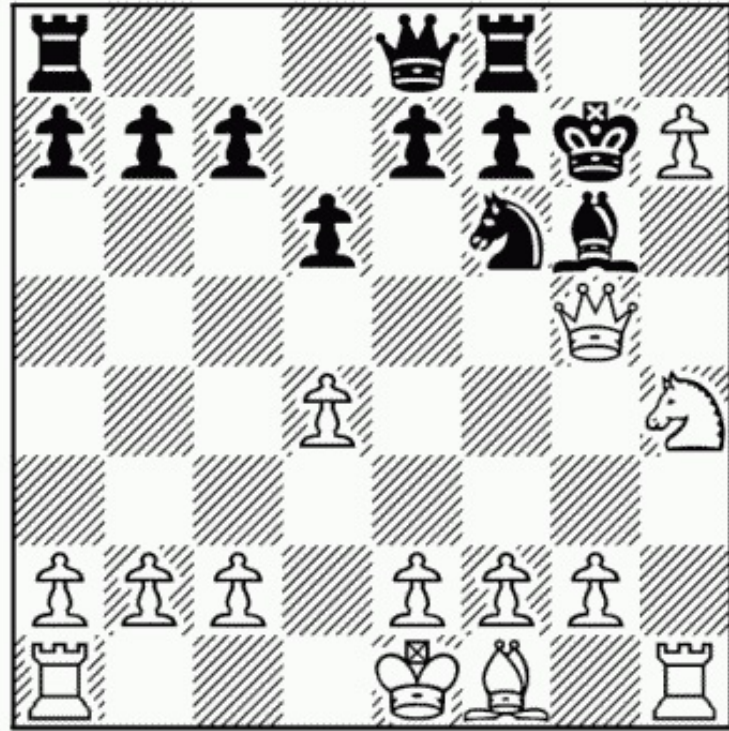
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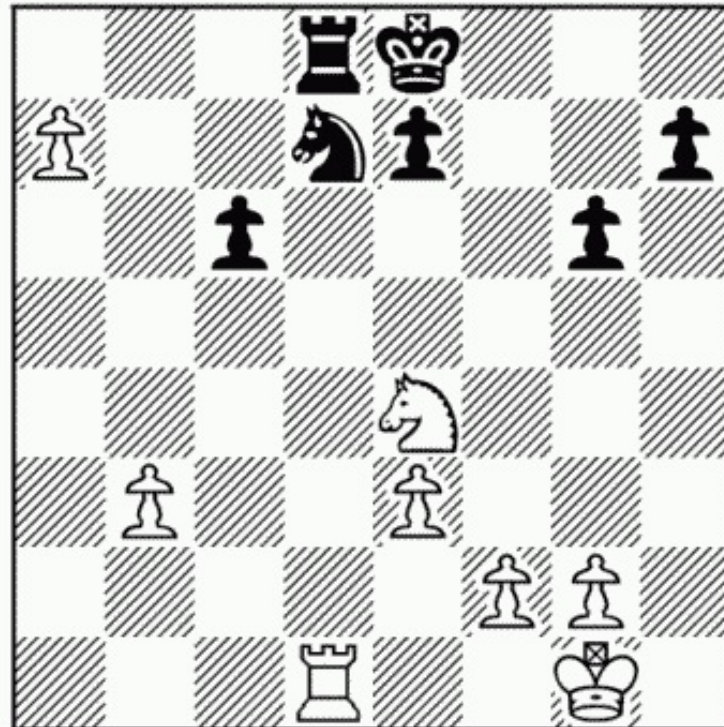
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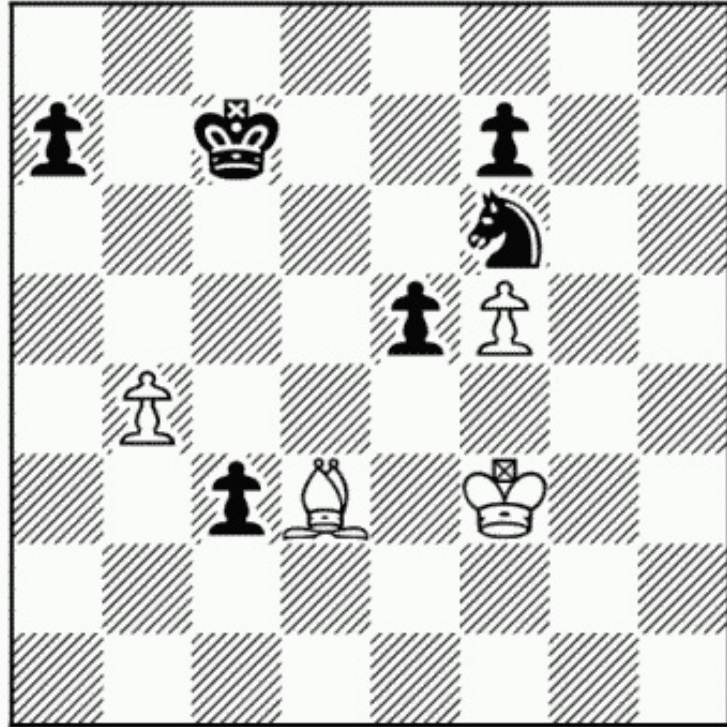


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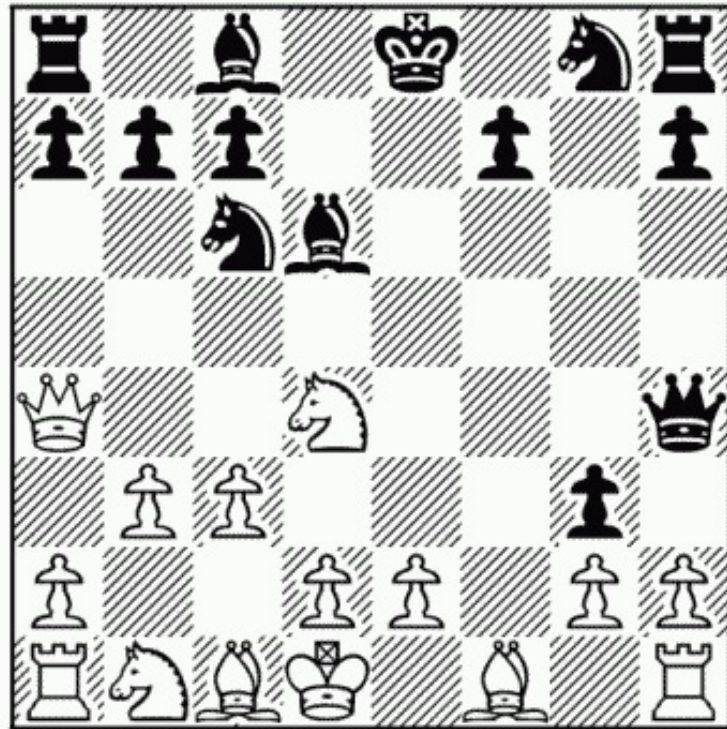
*Black Moves First*

[649](#)

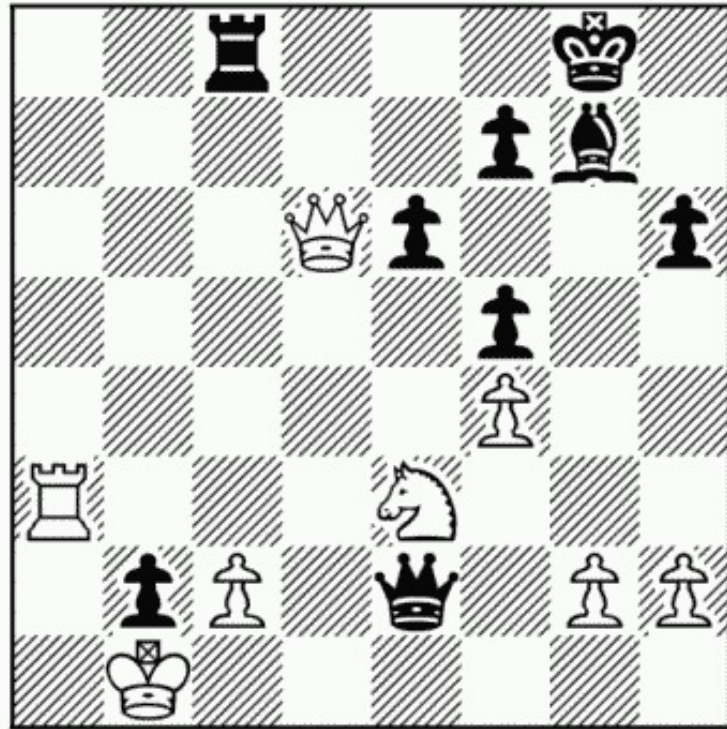




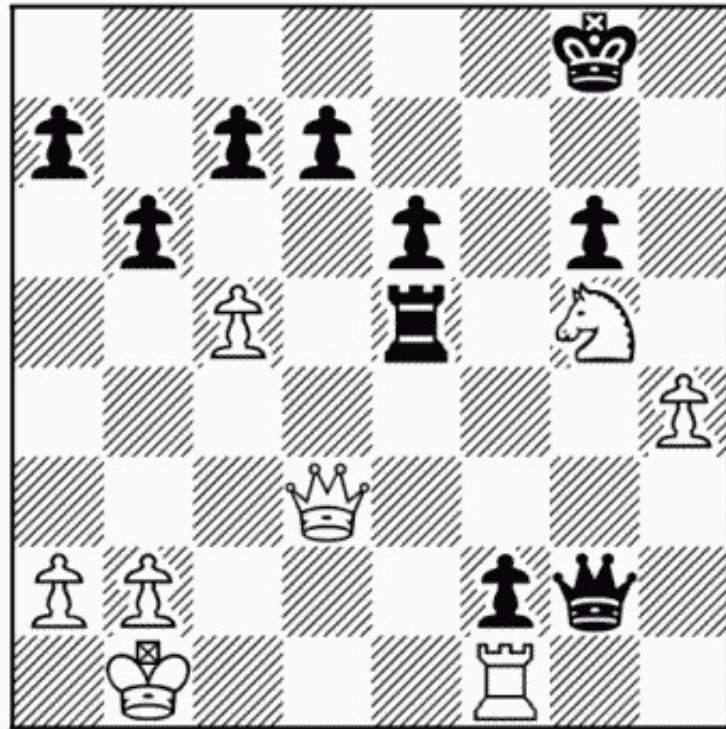
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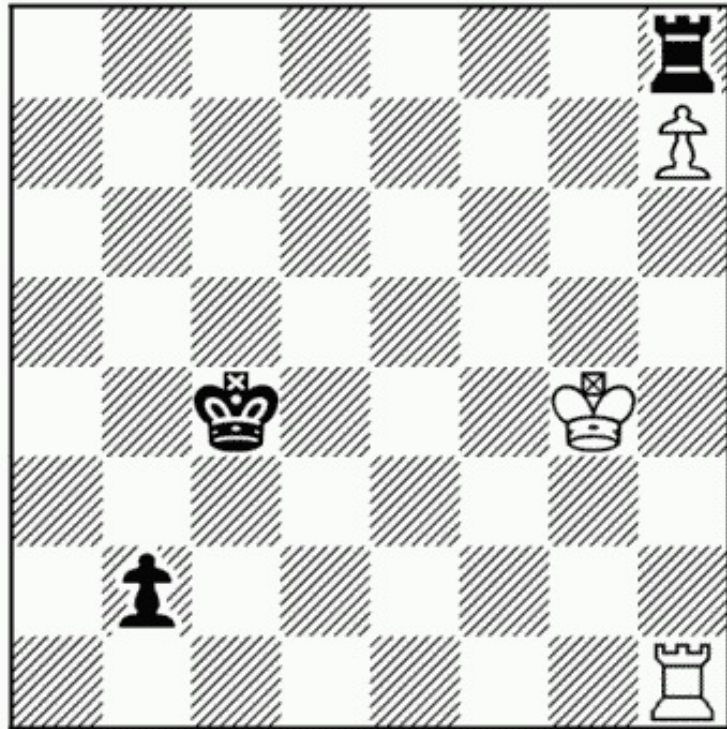
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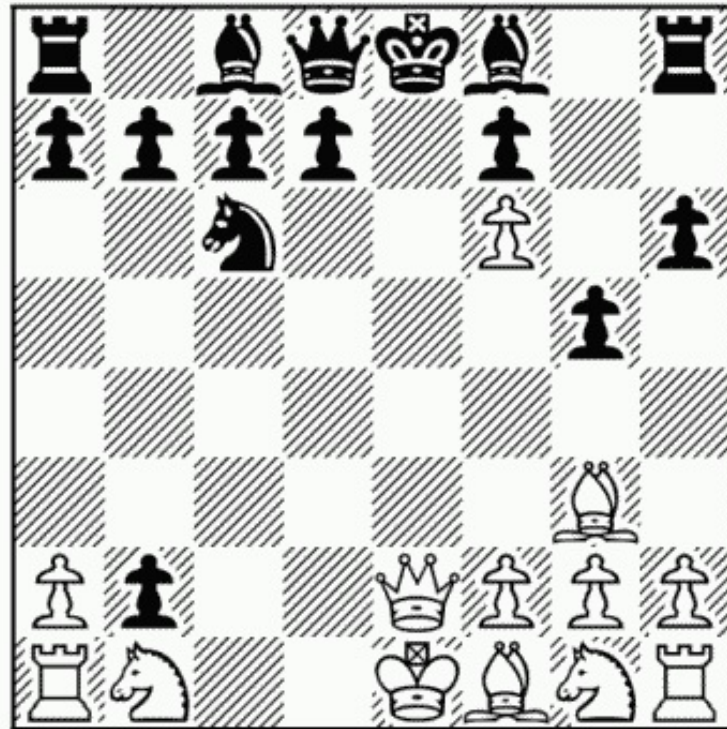
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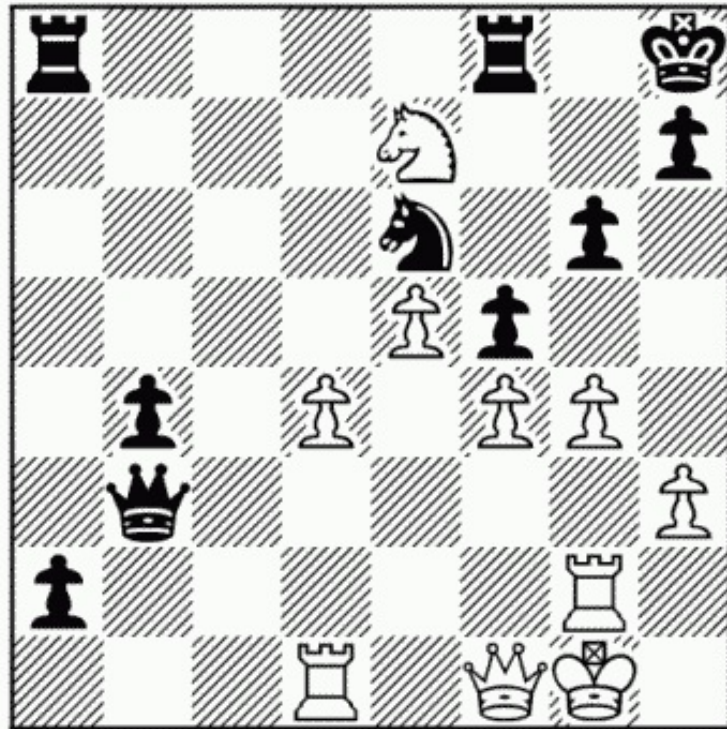


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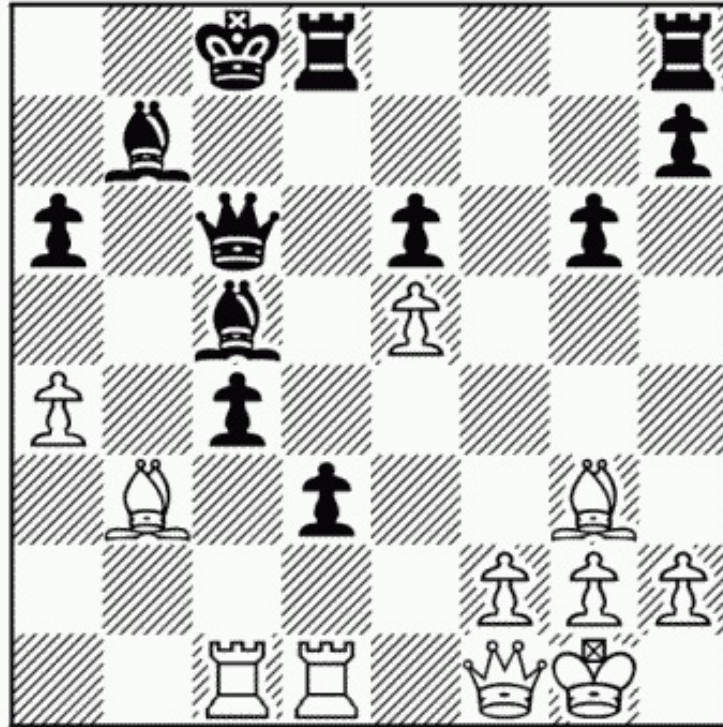




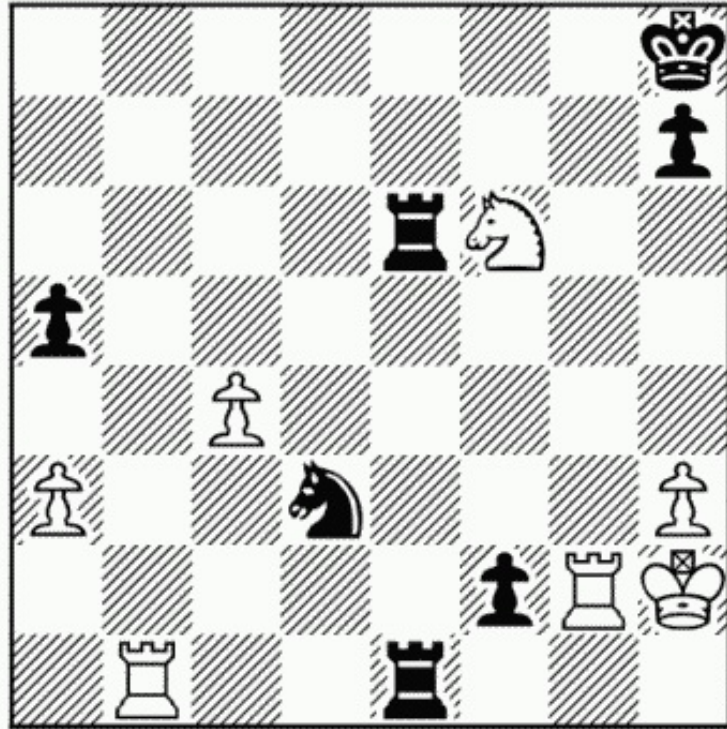
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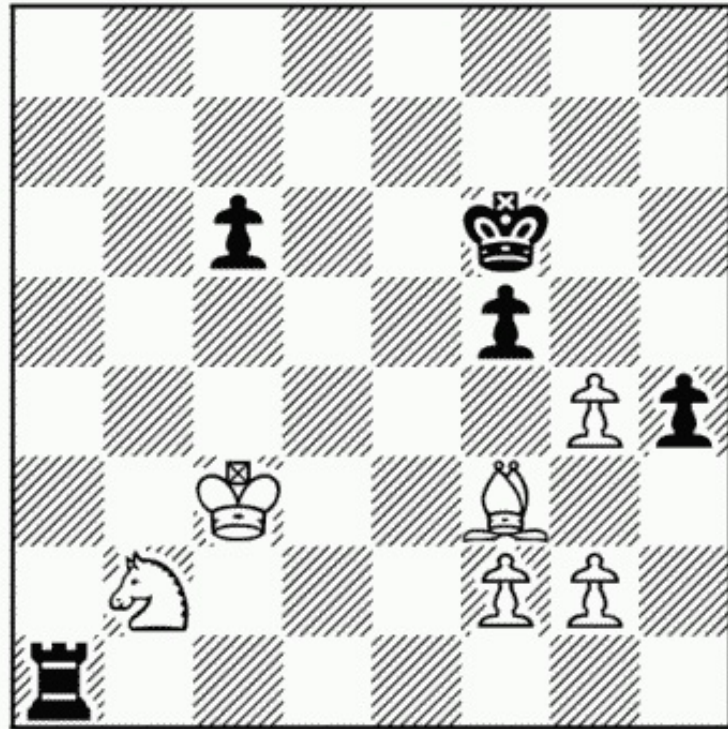
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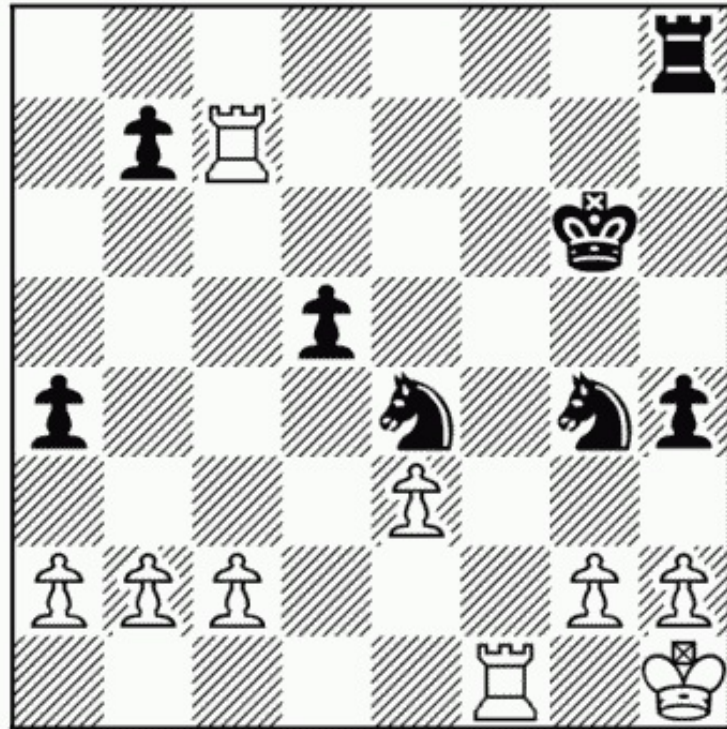
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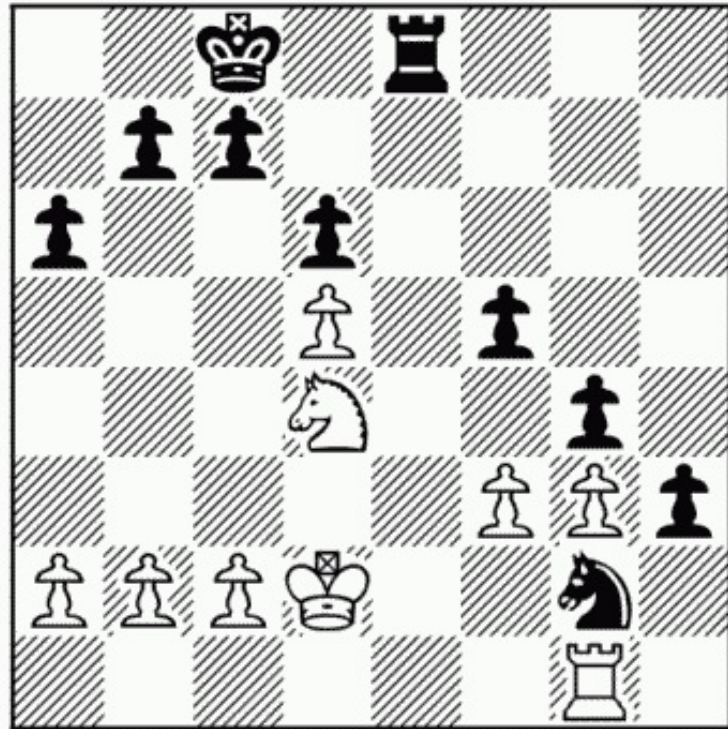
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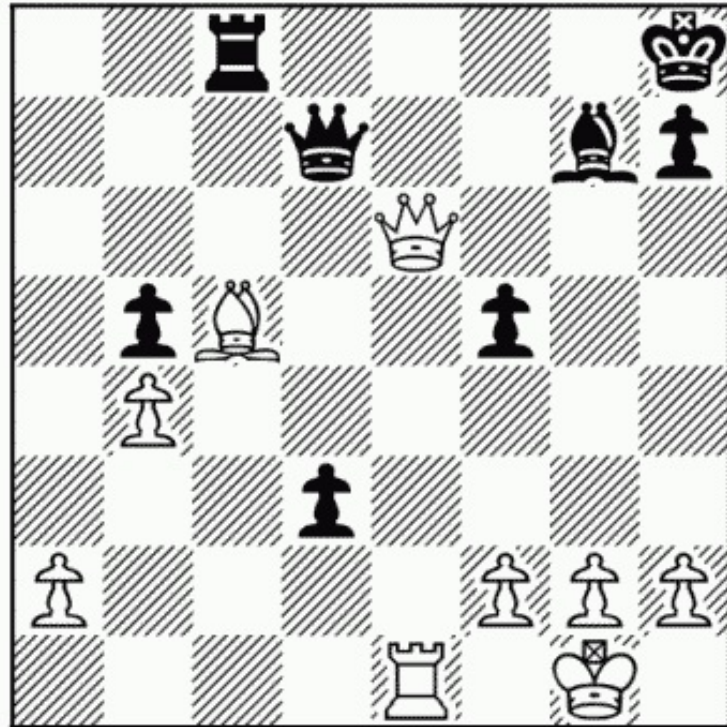
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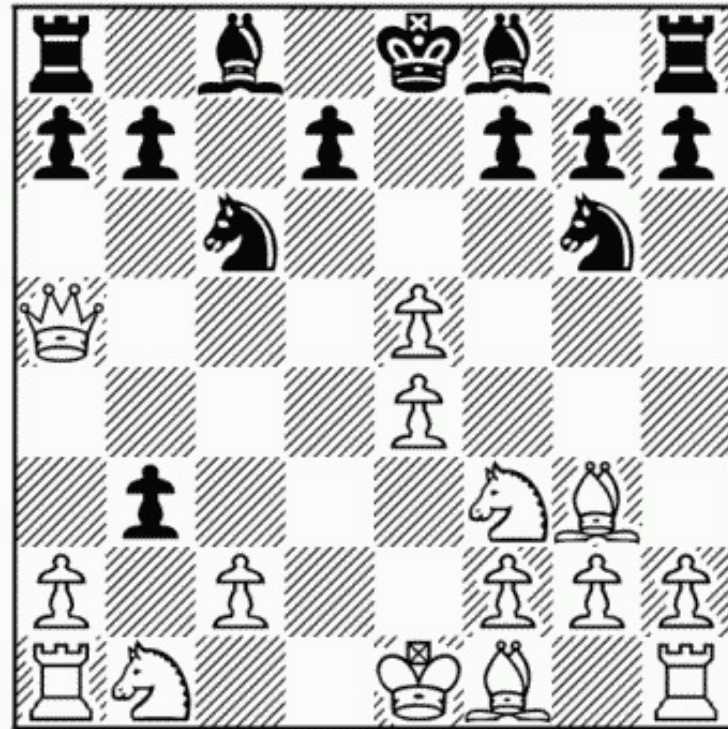




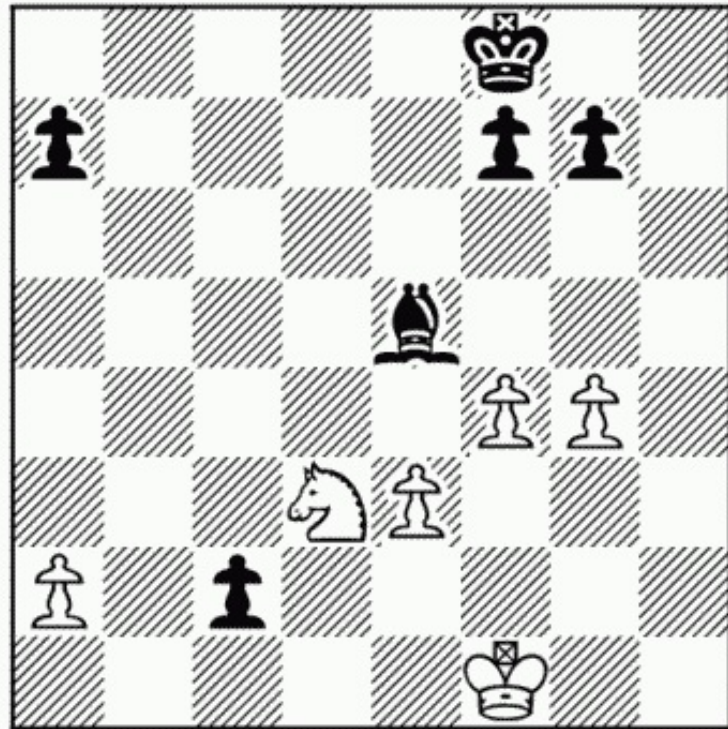


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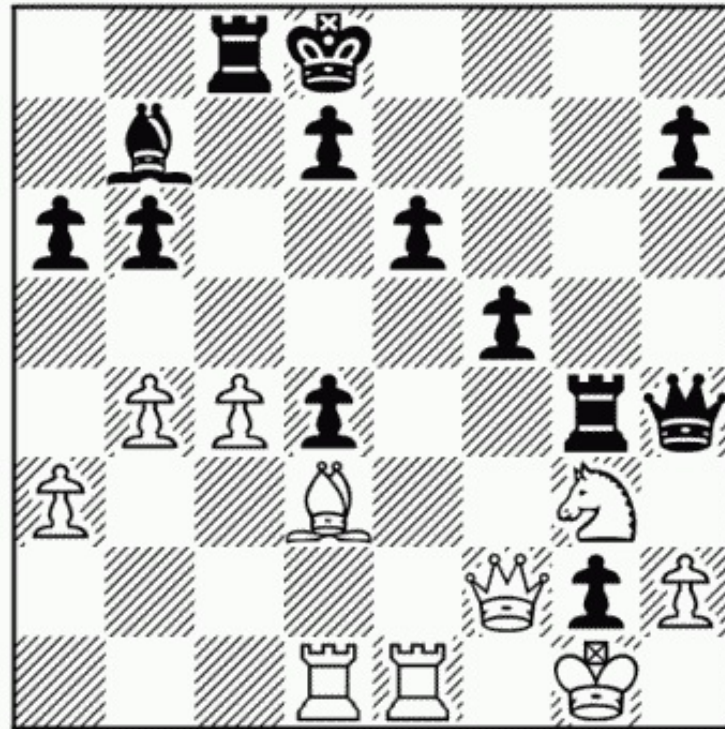




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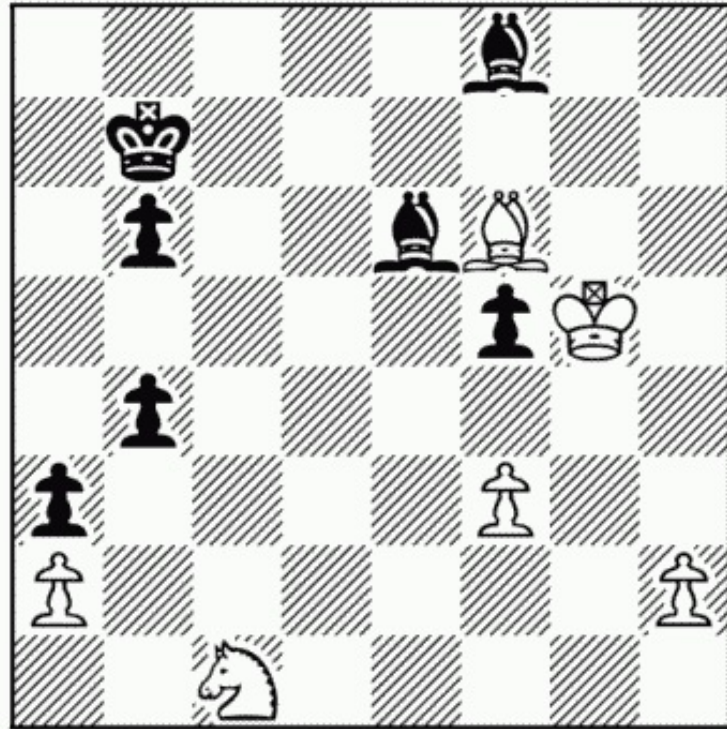


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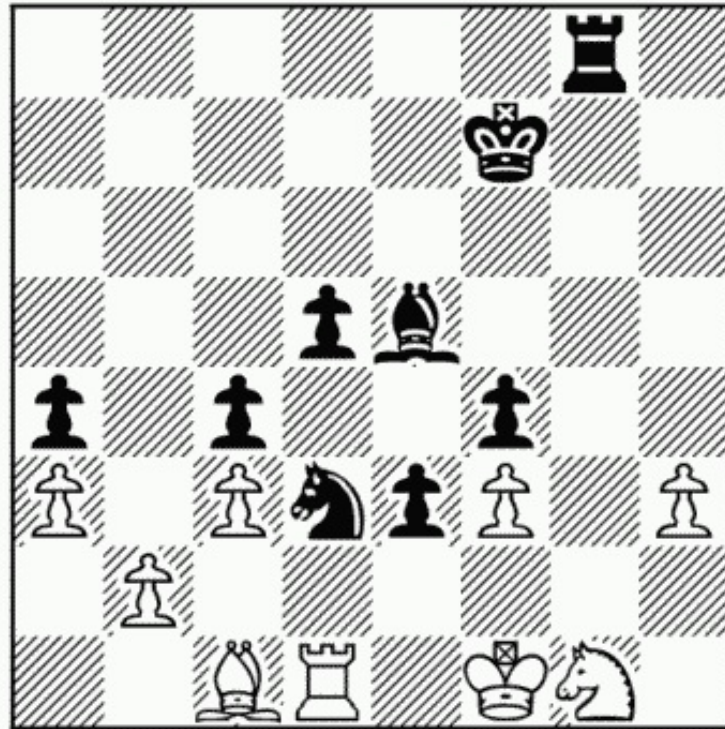




[665](#)



[666](#)



## 12. The Vulnerable First Rank

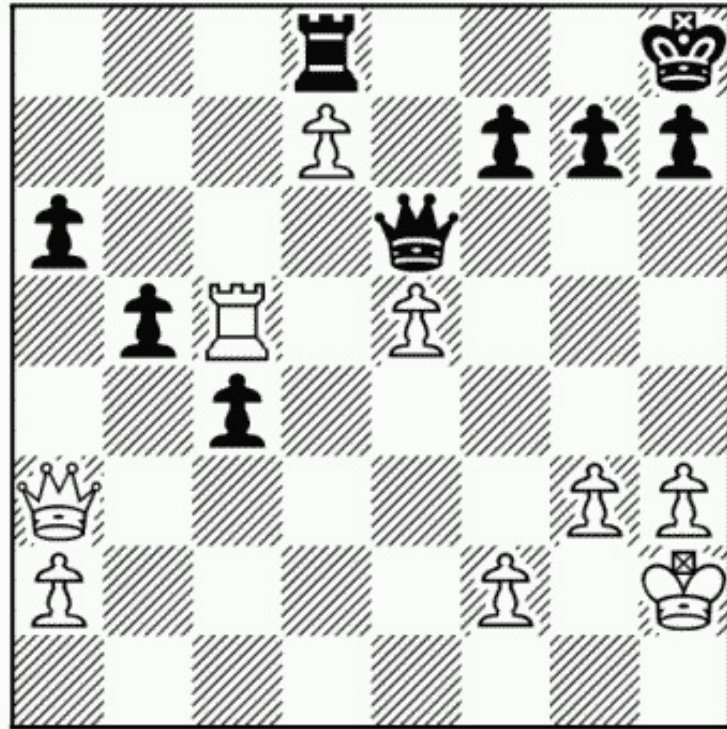
Some of the most brilliant combinations ever made have come about through exploiting the vulnerable first rank. This happens when the castled king is hemmed in by the pawns in front of him, and his first rank is unprotected by a queen or rook.

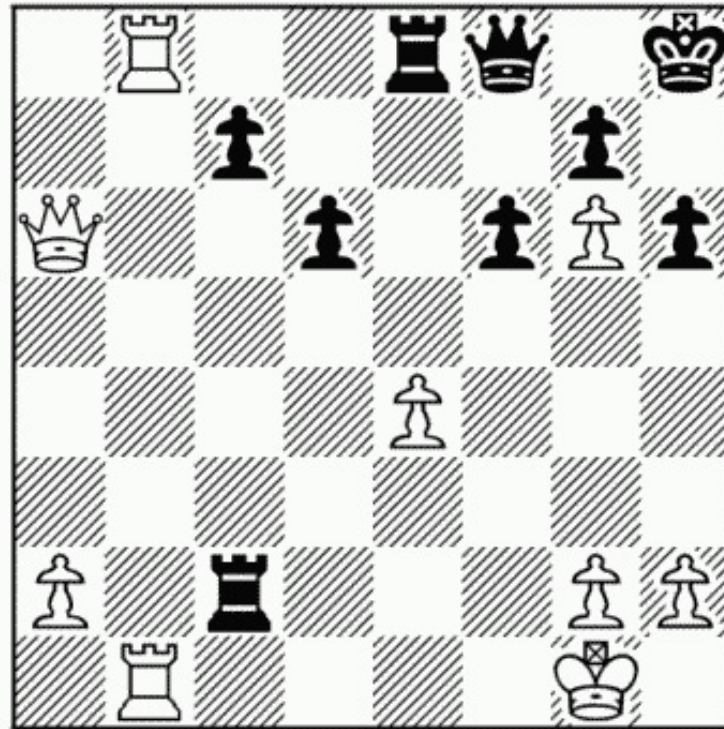
[Diagram 676](#) is a perfect example. Here White can offer his queen and rook, relying on the weakness of Black's unprotected first rank. Such sacrifices look startling, but they become quite obvious once you are familiar with the weakness which they exploit.

This is effectively illustrated in [Diagram 679](#), perhaps the most famous of all combinations devoted to this theme. One sensational move follows another as White relies on his crushing pressure against black's first rank. In all such cases the hostile king's blockaded position tells the story.

*White Moves First*

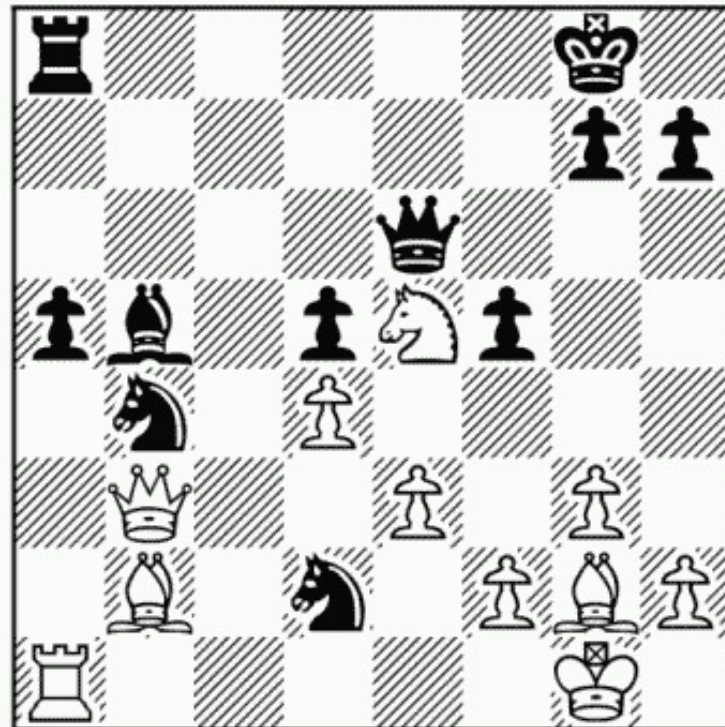
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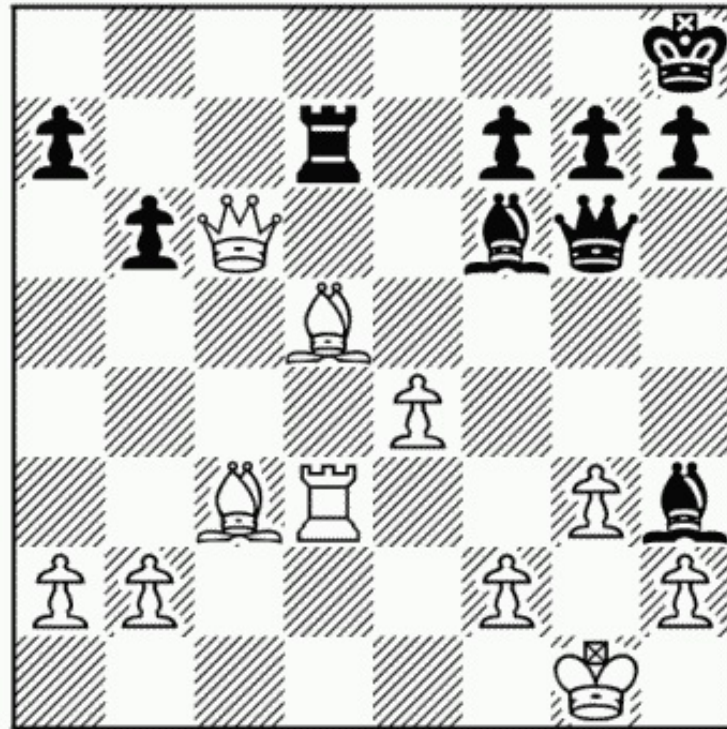




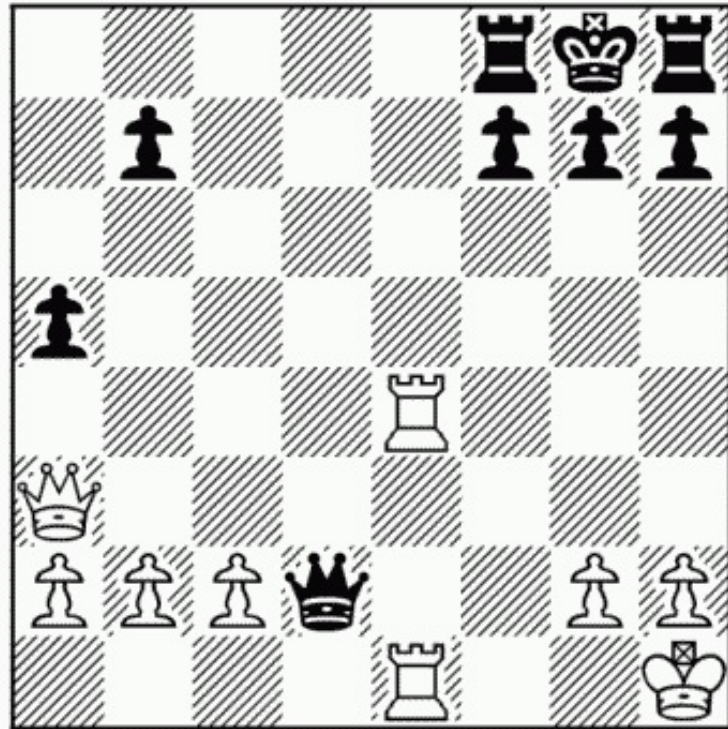
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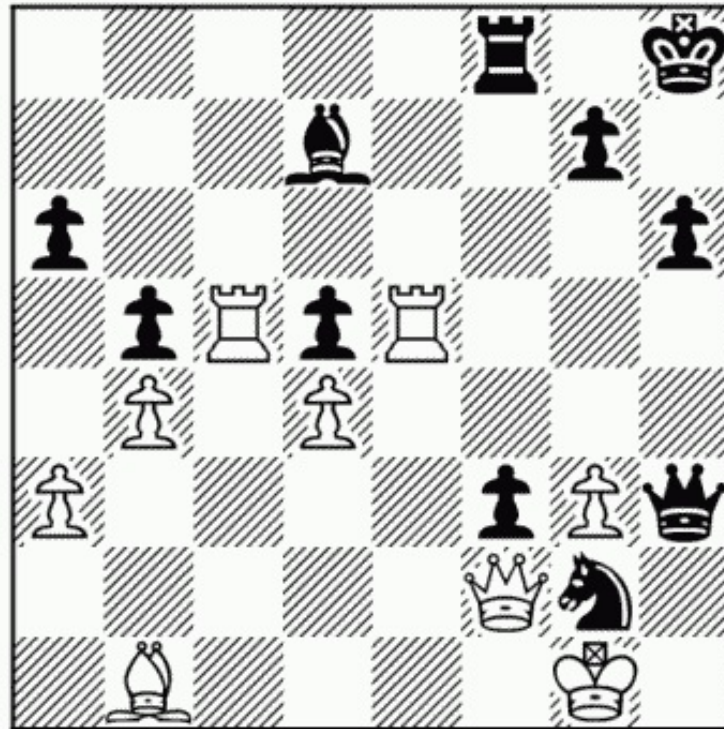
[670](#)



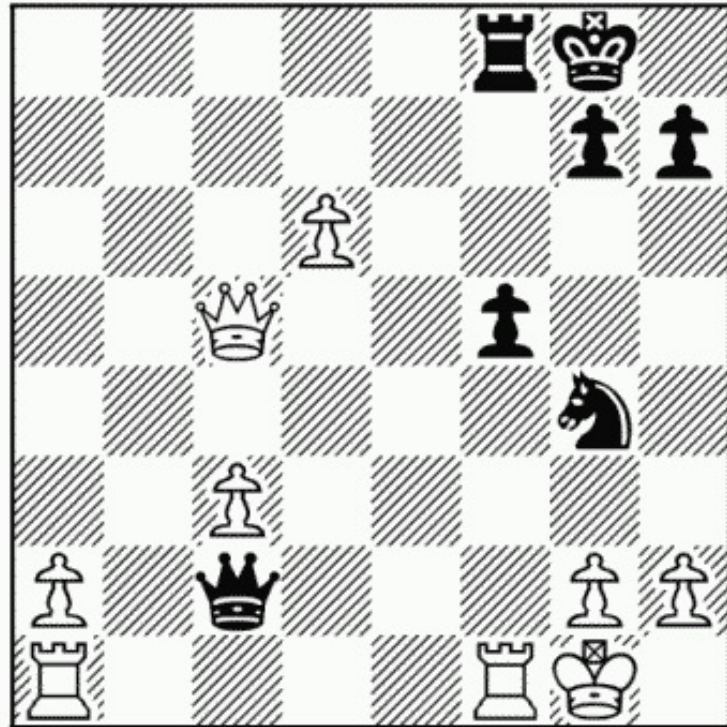
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[672](#)

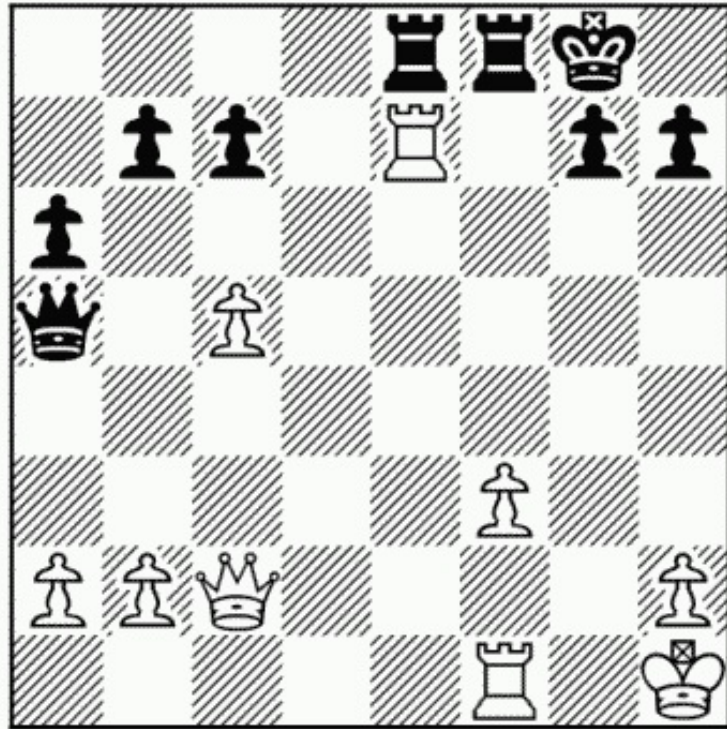


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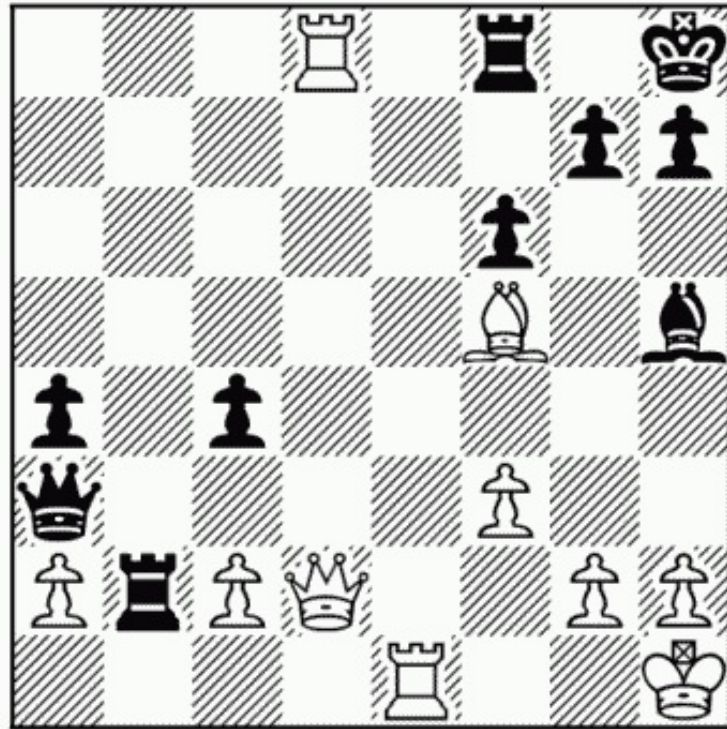




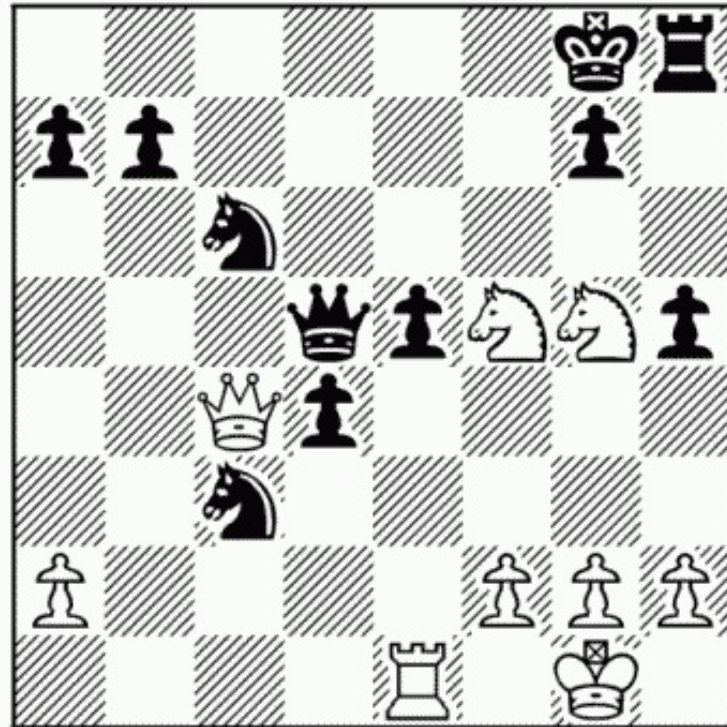
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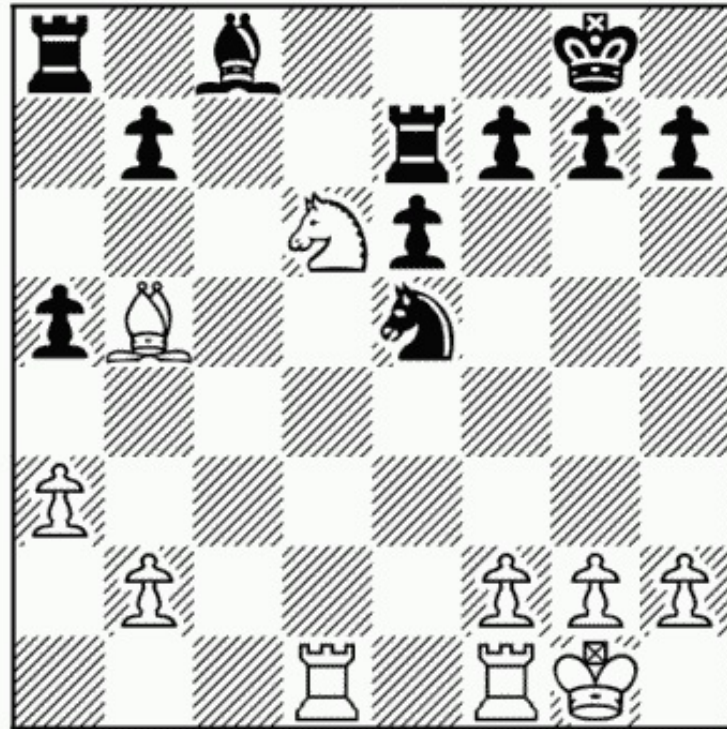
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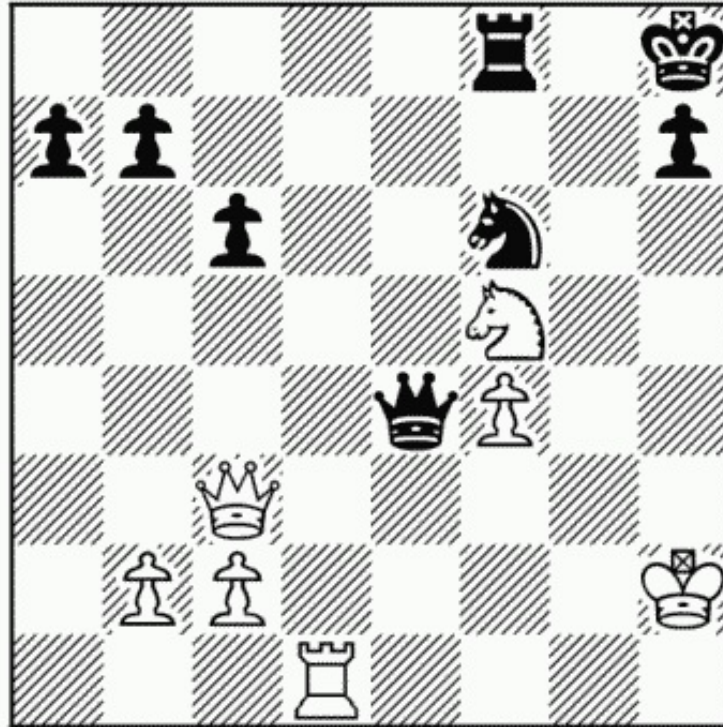
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[677](#)

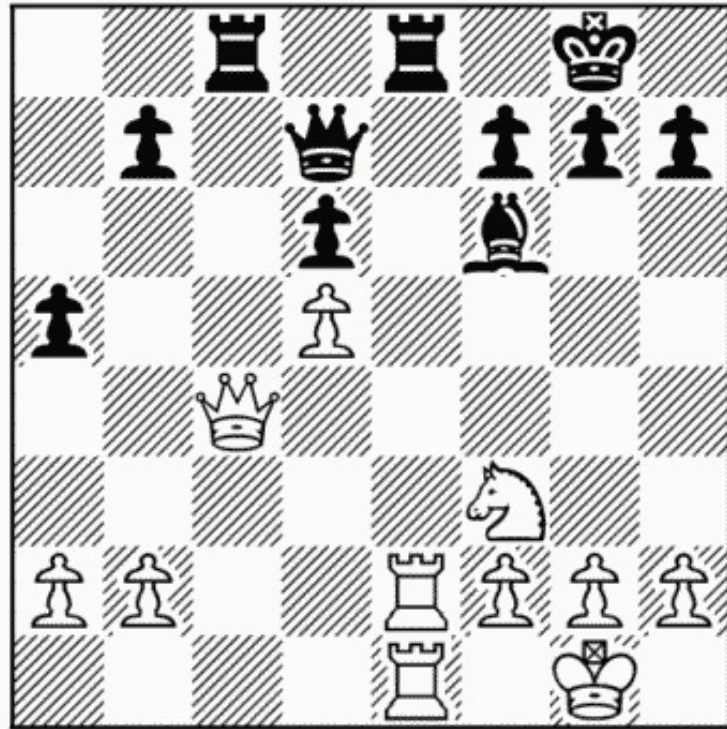


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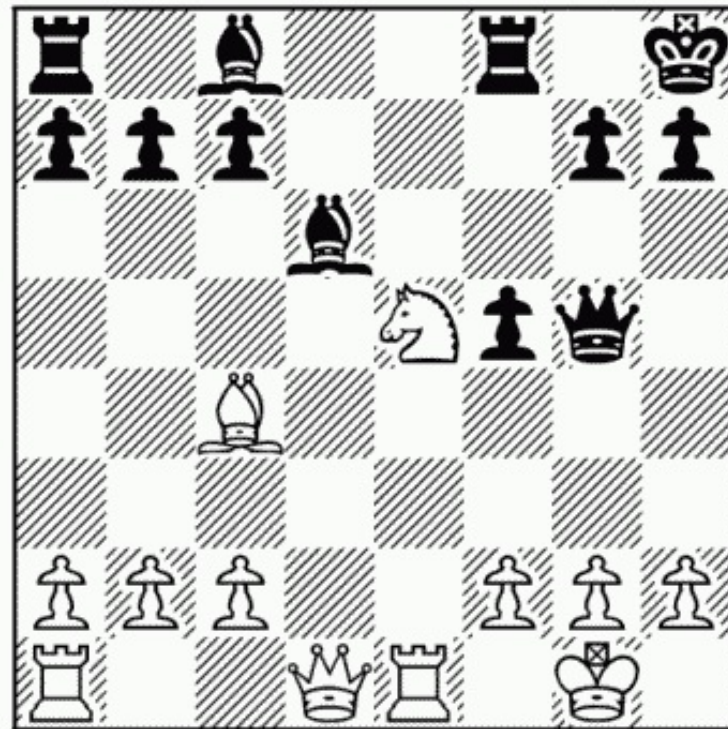




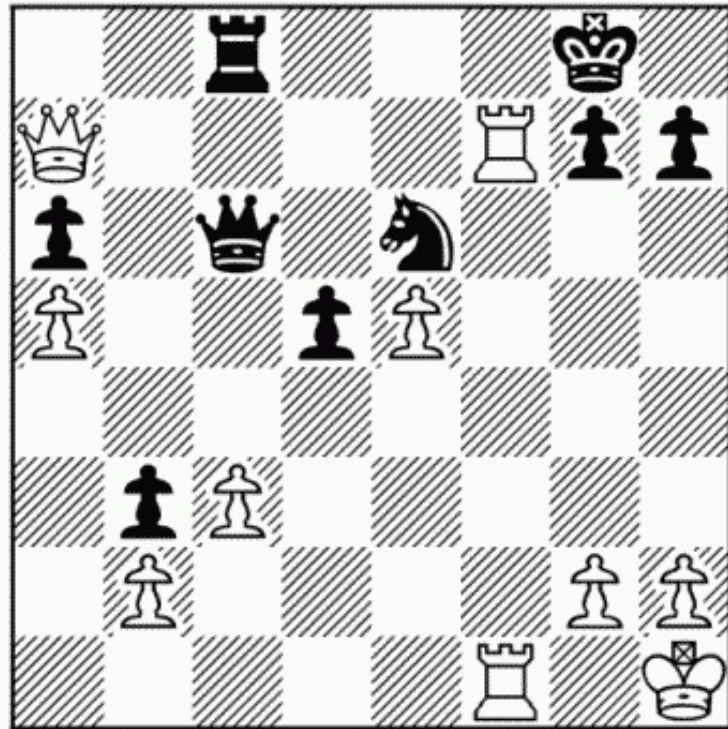
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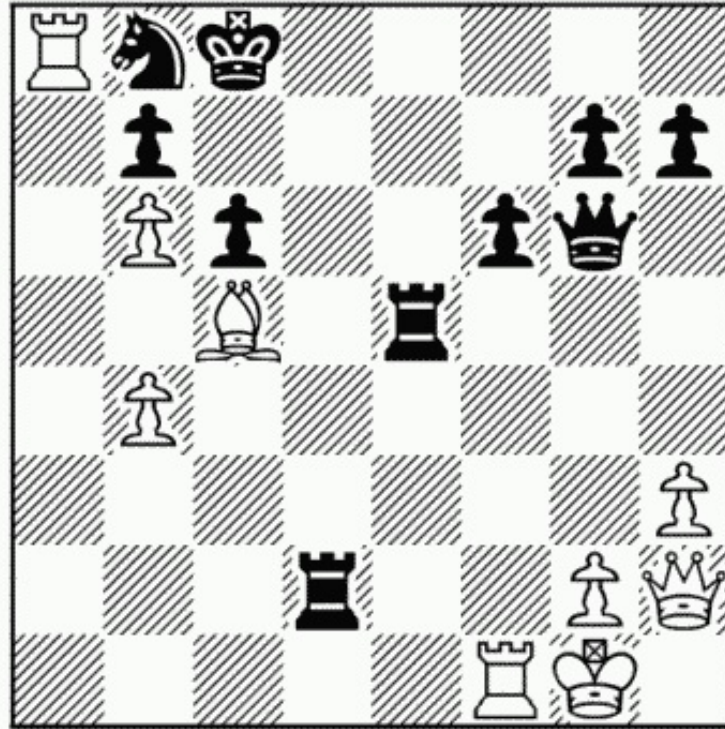


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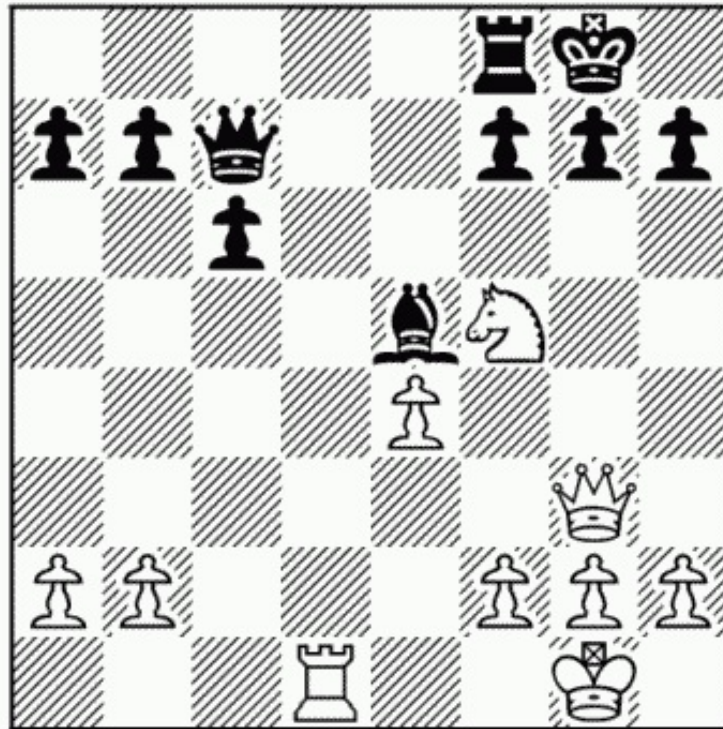


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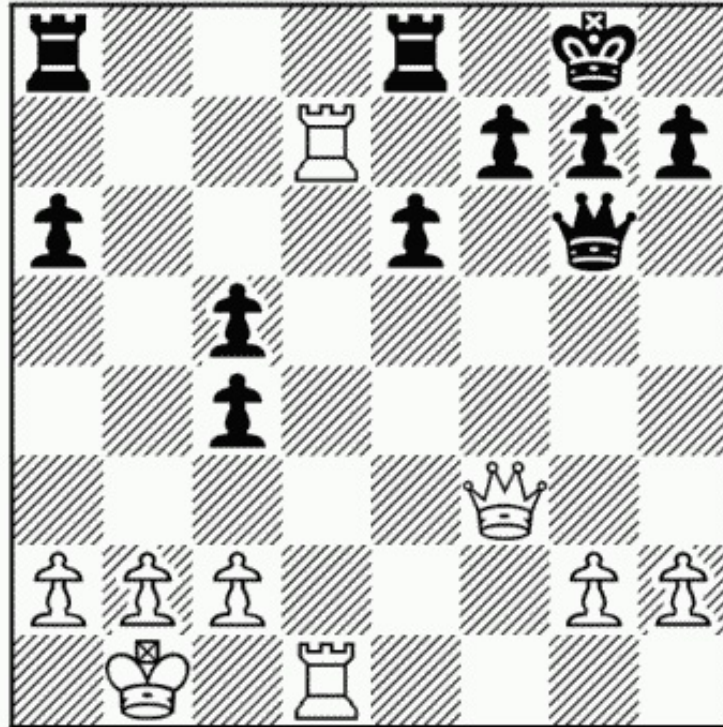


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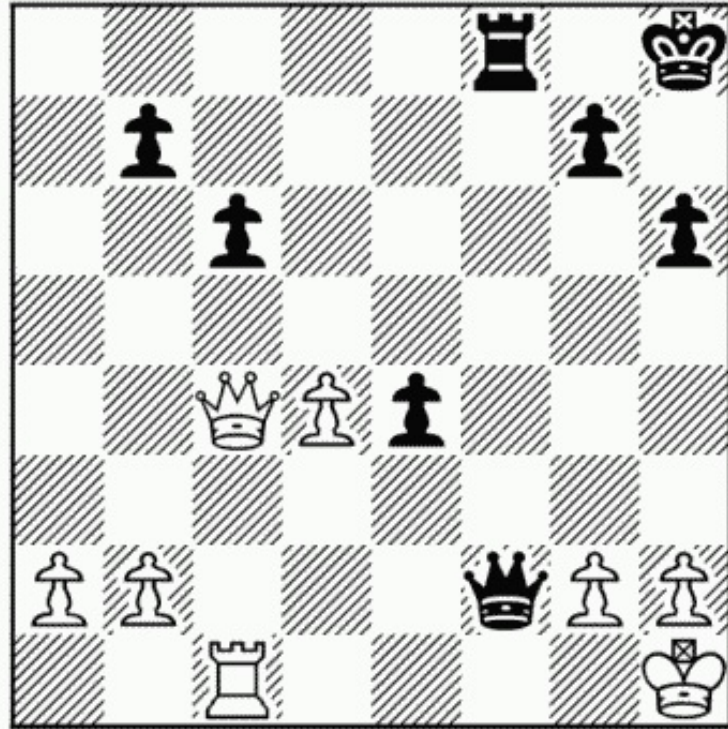


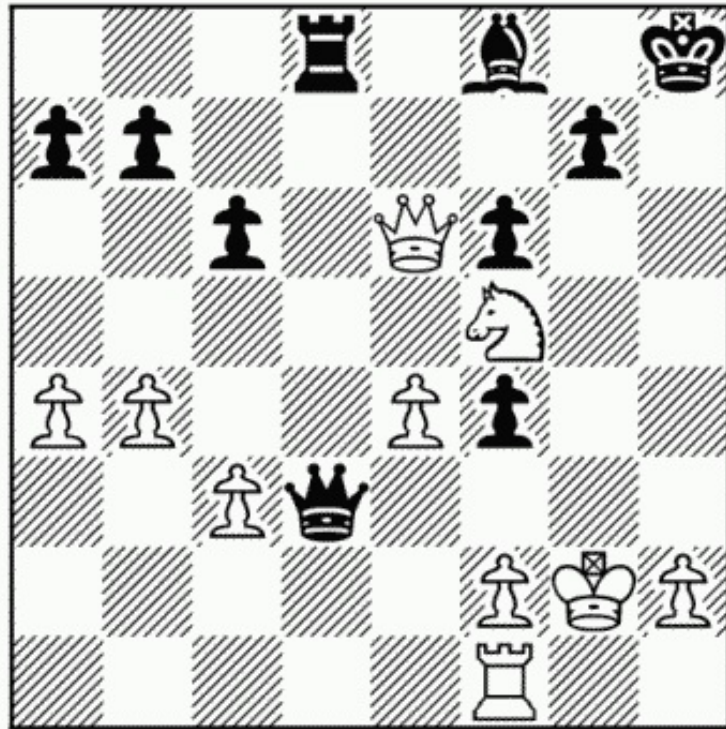
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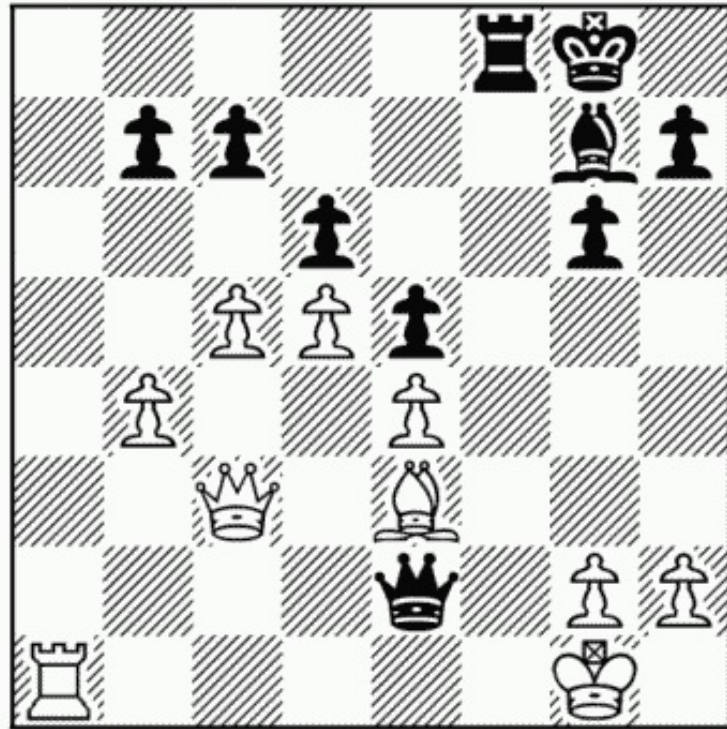


*Black Moves First*

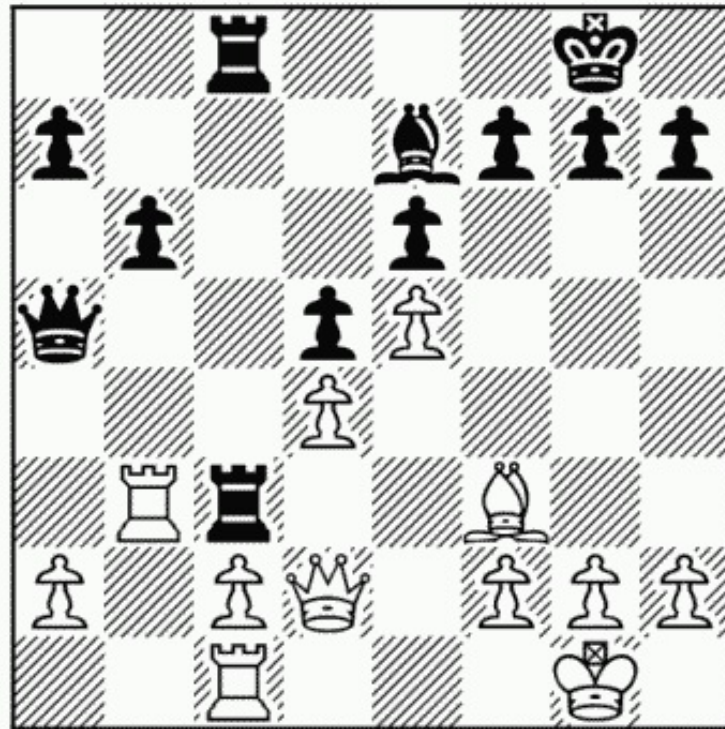
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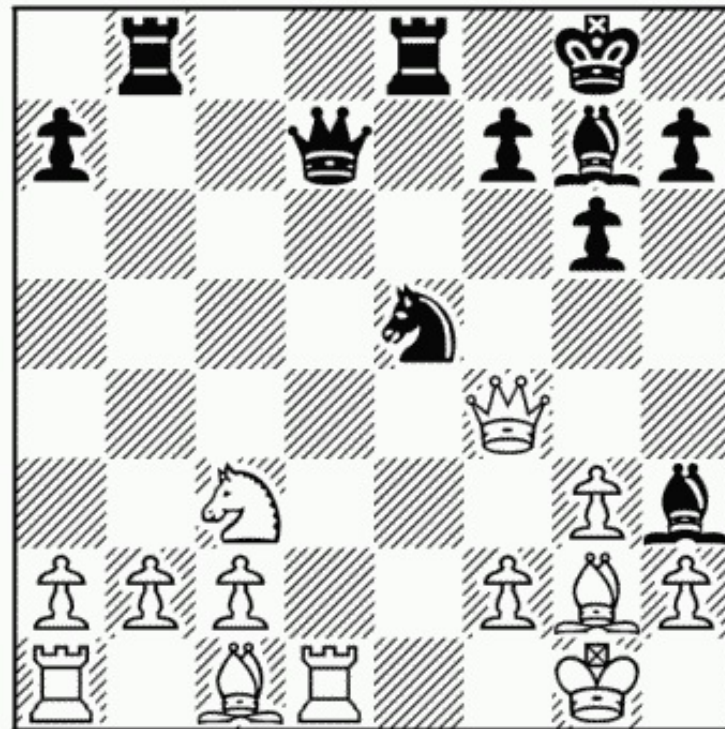


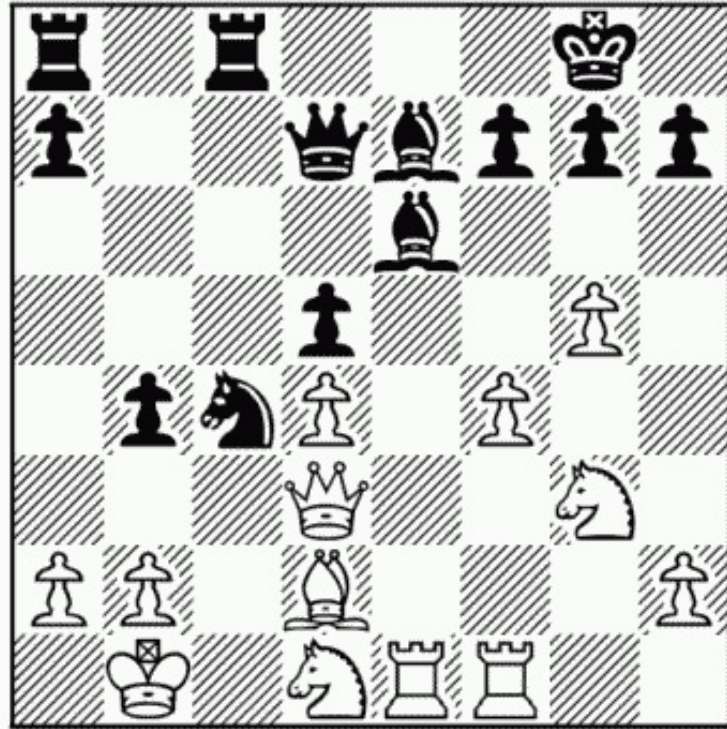
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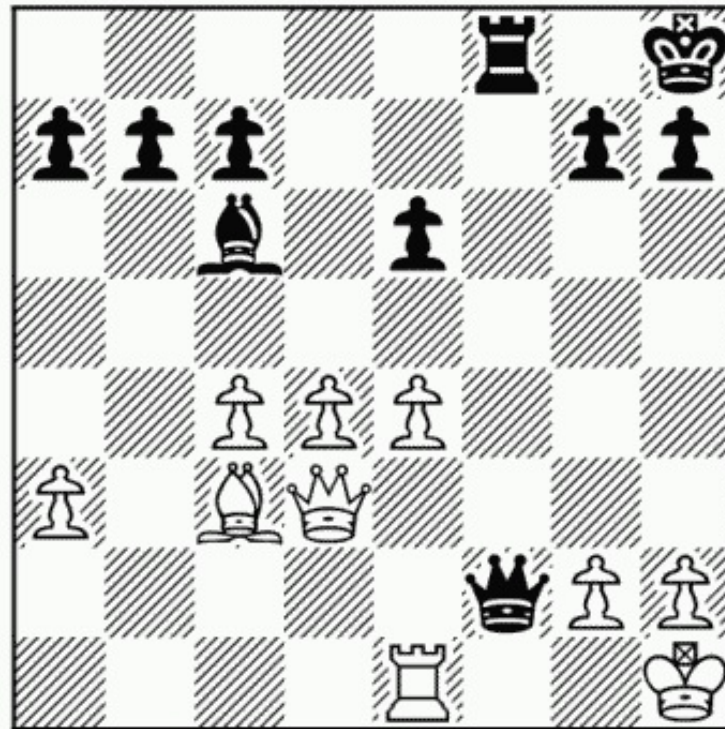




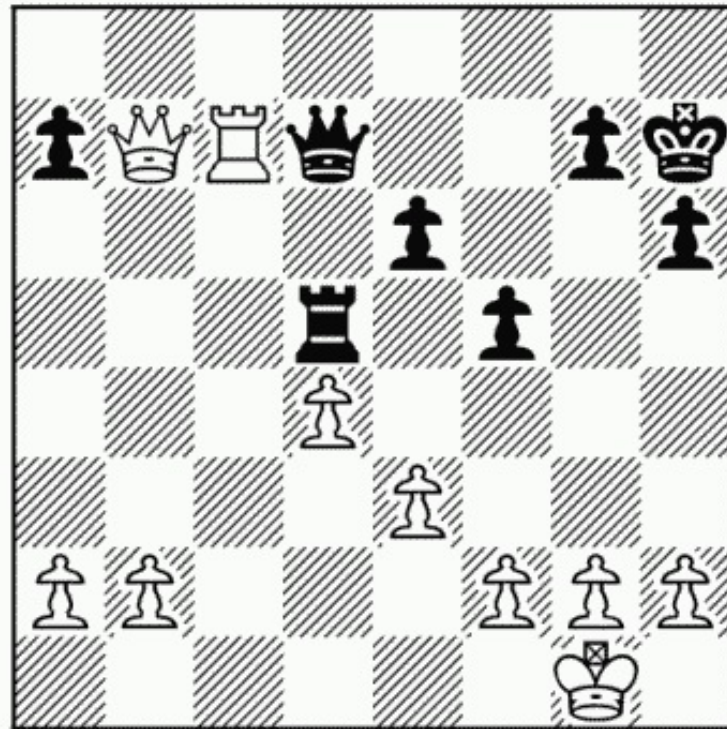






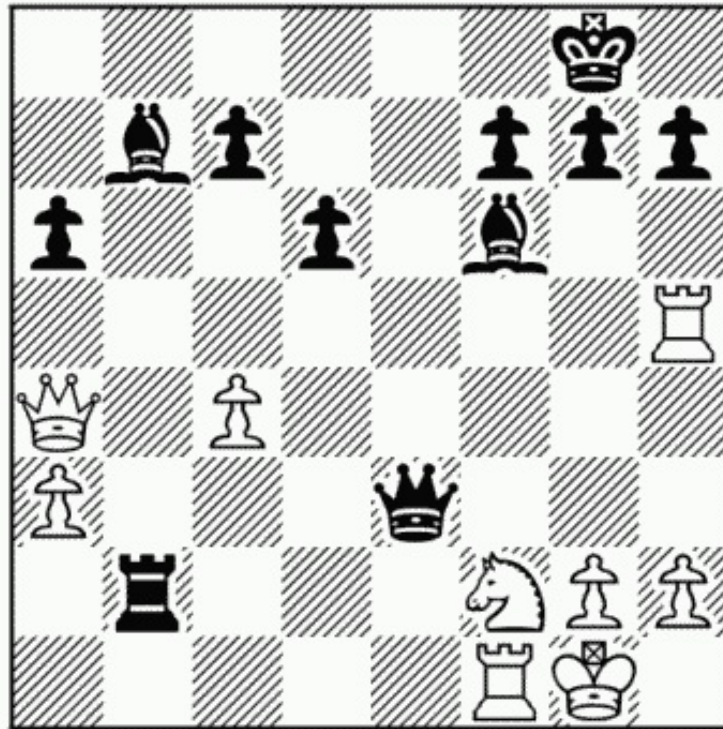


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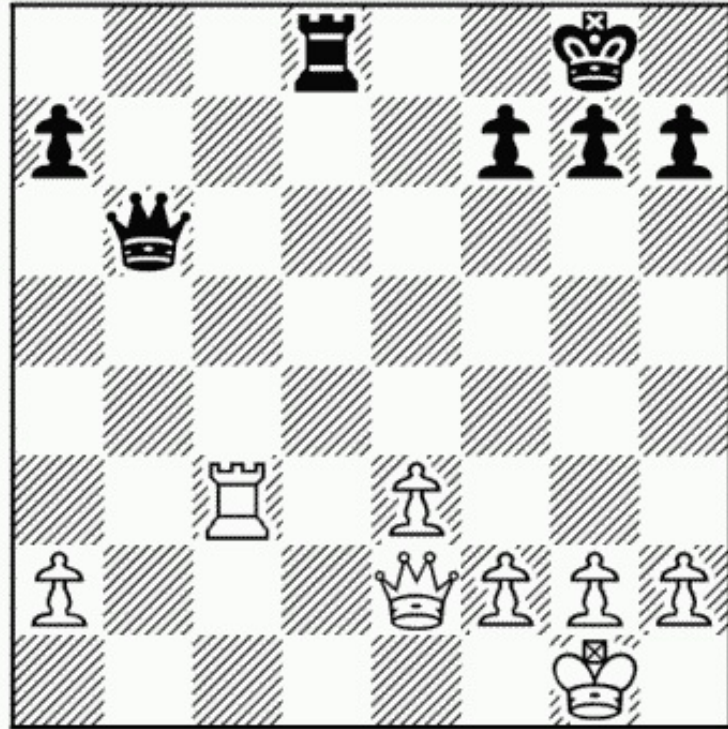




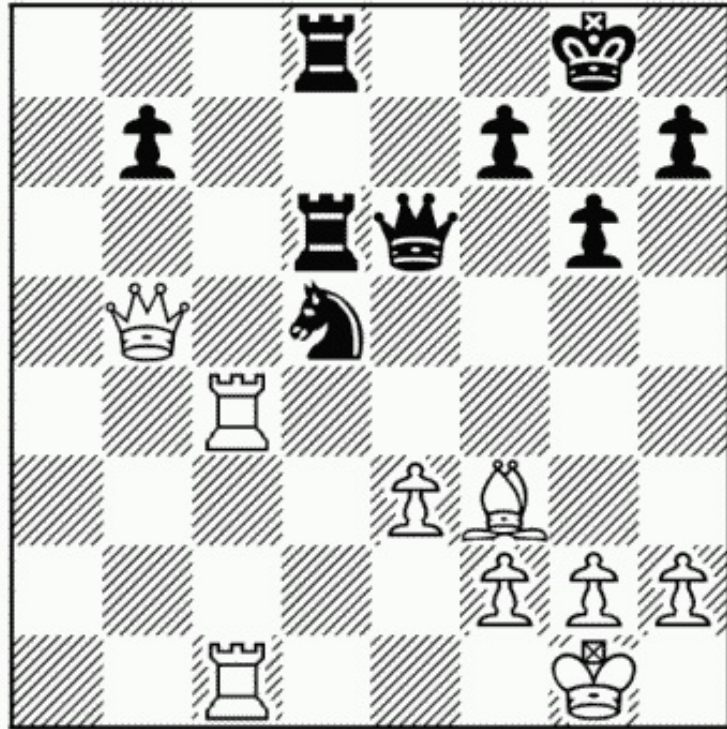
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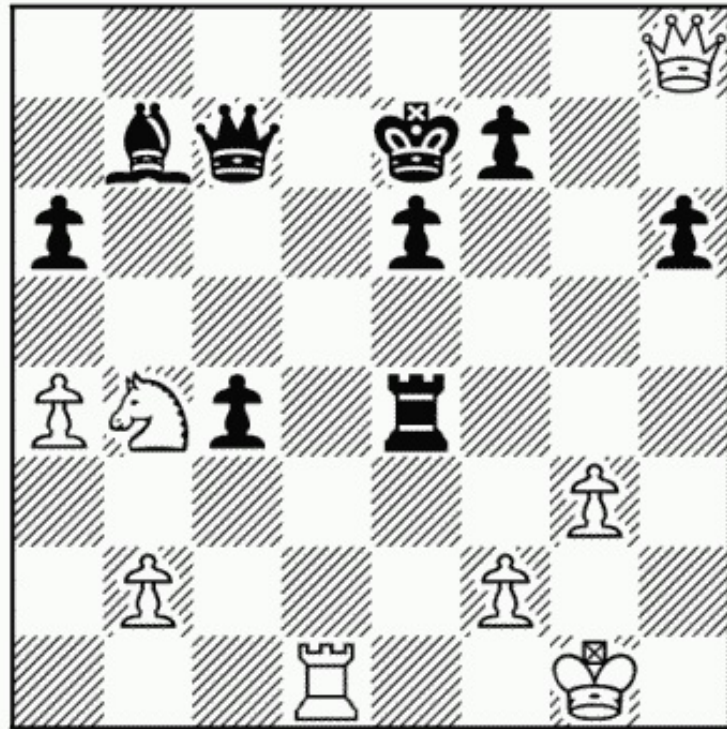
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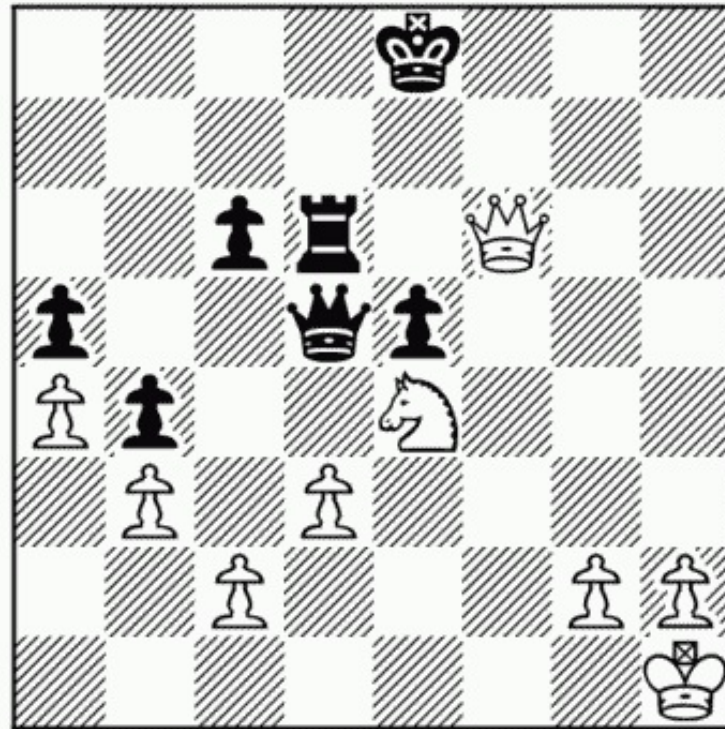


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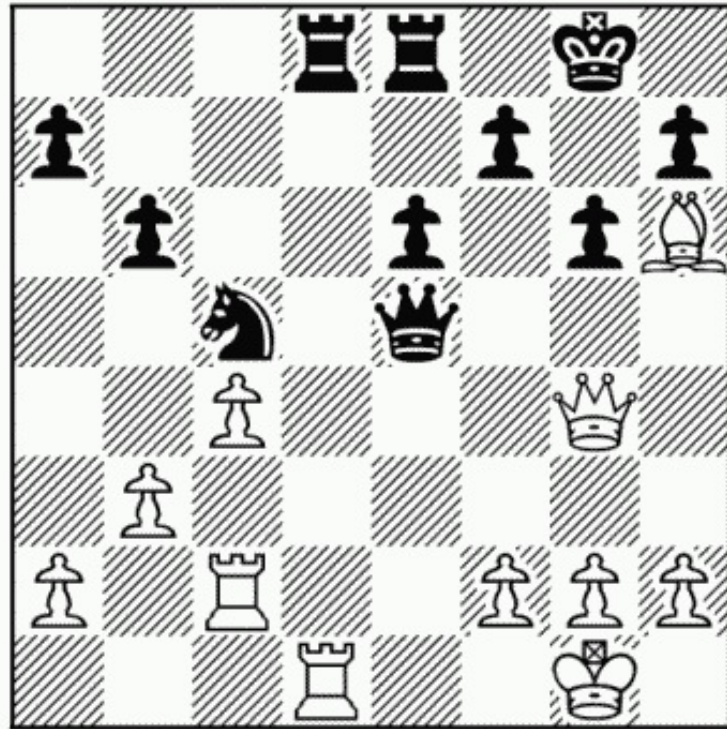
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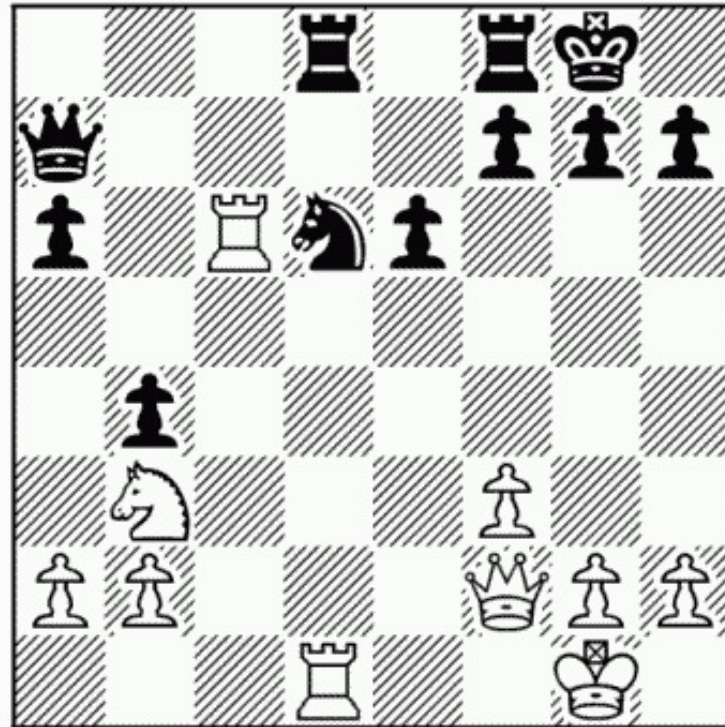


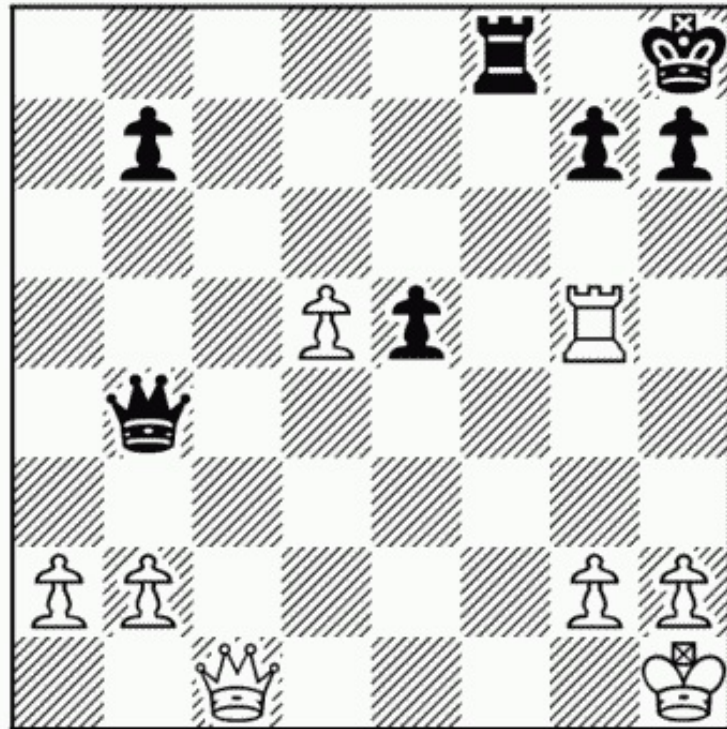


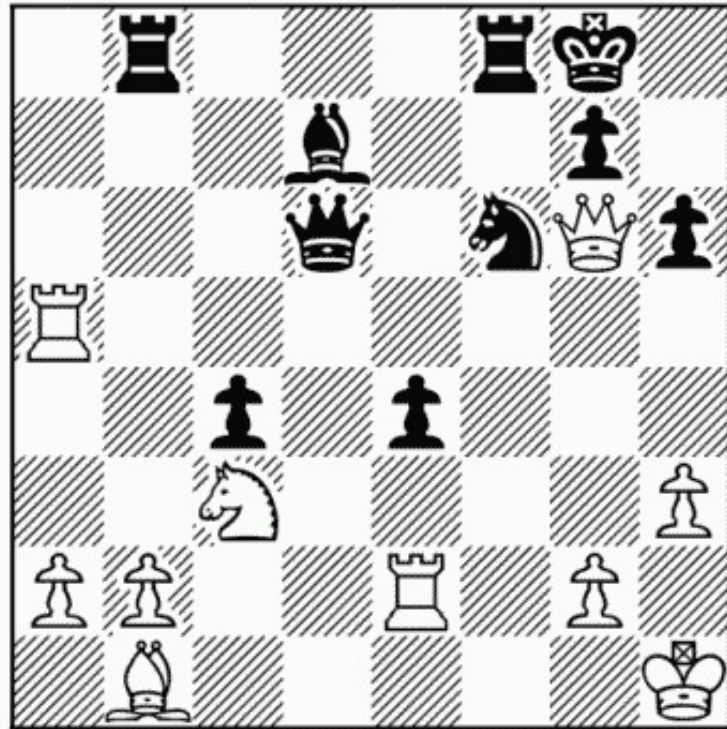
[699](#)



[700](#)







## 13. Queen Sacrifices

No matter how experienced and sophisticated a chessplayer may be, he is always thrilled by a queen sacrifice. This is understandable, for the queen is far and away the strongest of all the chess forces.

Precisely because the queen is so powerful, the sacrifice of this piece must necessarily bring in substantial returns. Mate is usually the sequel, as for example in [Diagram 703](#), where White offers the queen in a manner which is surprising but hardly generous. He threatens mate, and when the queen is captured, he mates just the same. Still, such a sacrifice deserves our praise, for it takes real imagination to see the possibilities in such a position.

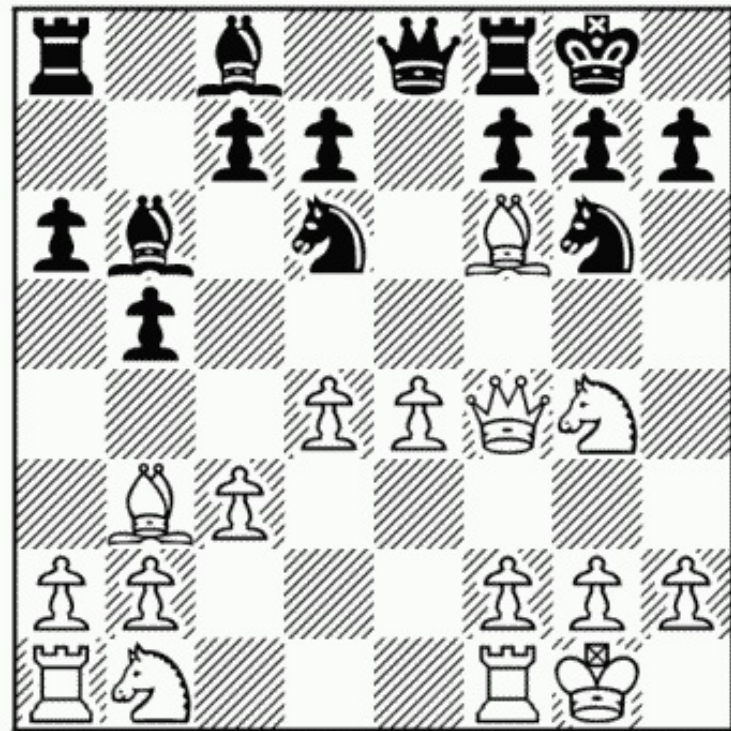
What is even more admirable is a queen sacrifice which leads to a fairly long-winded mate. In [Diagram 708](#) for example, white's queen sacrifice looks like a typographical error. Who would dream that after the queen sacrifice White has a forced mate in five moves, making use of rooks and minor pieces—and even a “lowly” pawn that draws the black king into a mating net?

Perhaps even more striking are those queen sacrifices which are followed up by a series of inspired moves—all with the purpose of winning a ...mere pawn! [Diagram 734](#) shows such a combination, which was rightly awarded a First Brilliancy Prize.

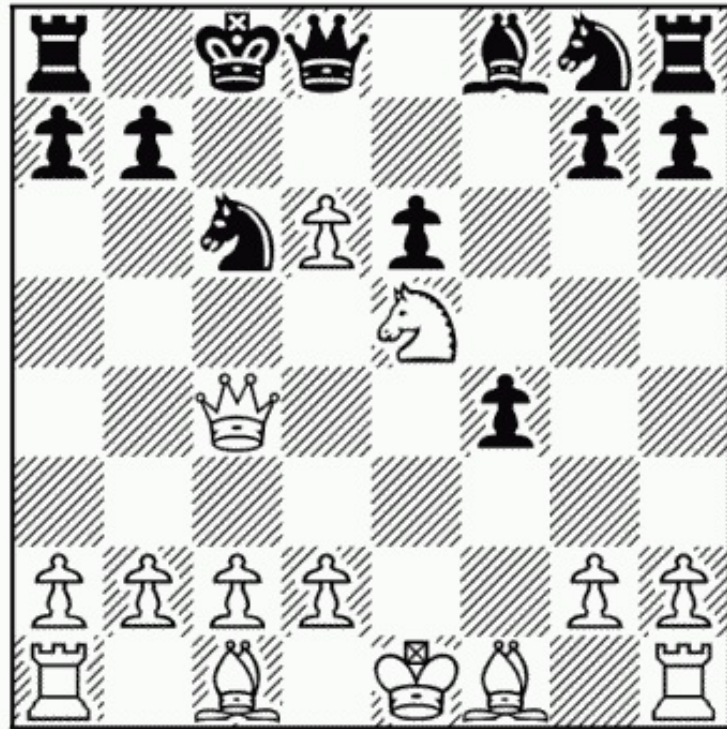


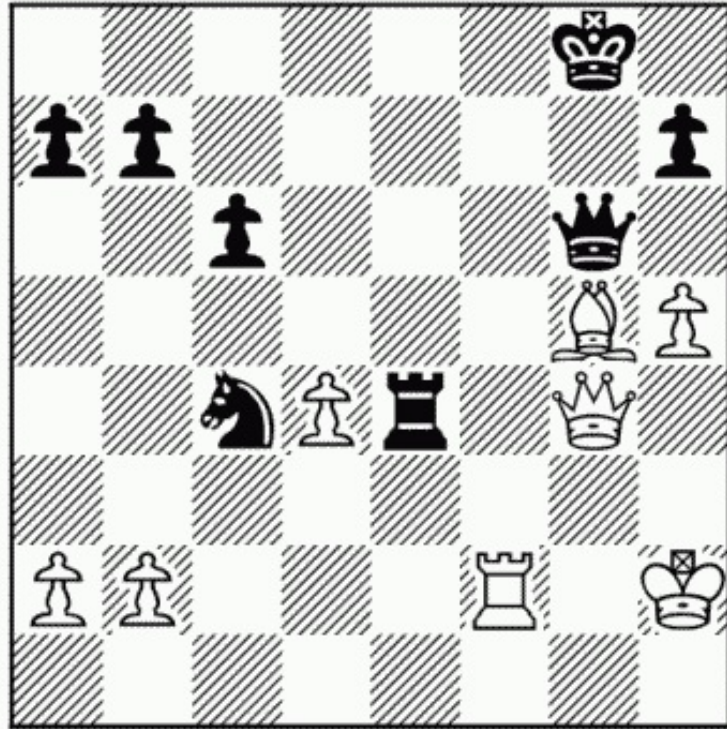
*White Moves First*

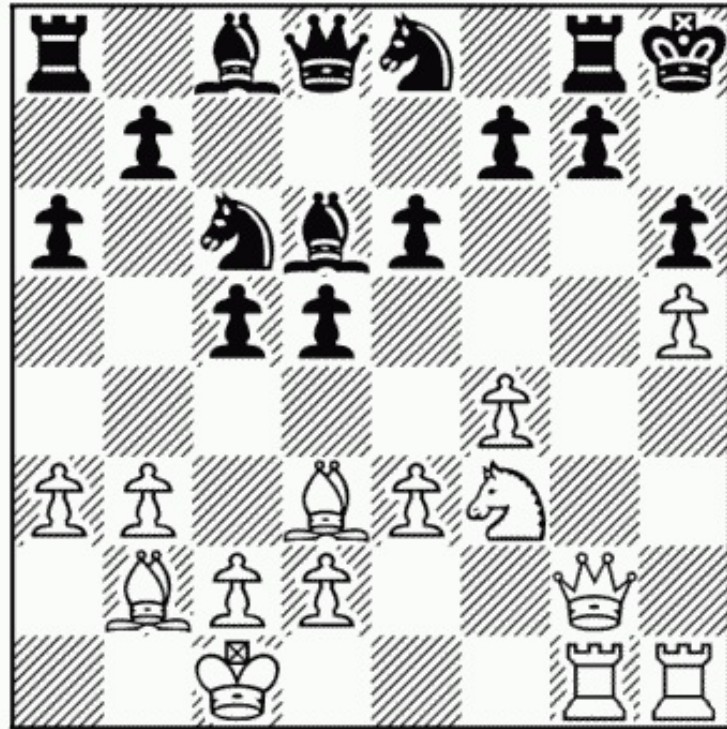
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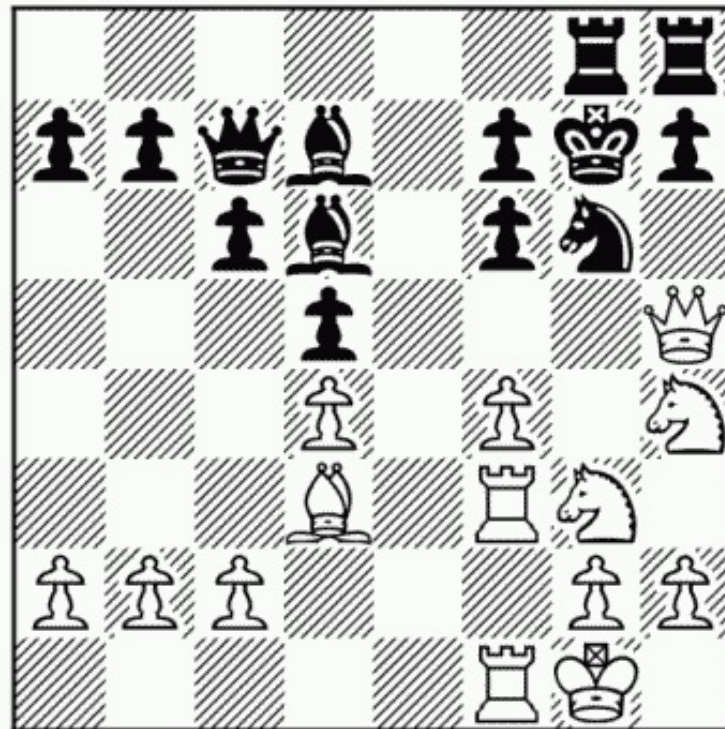


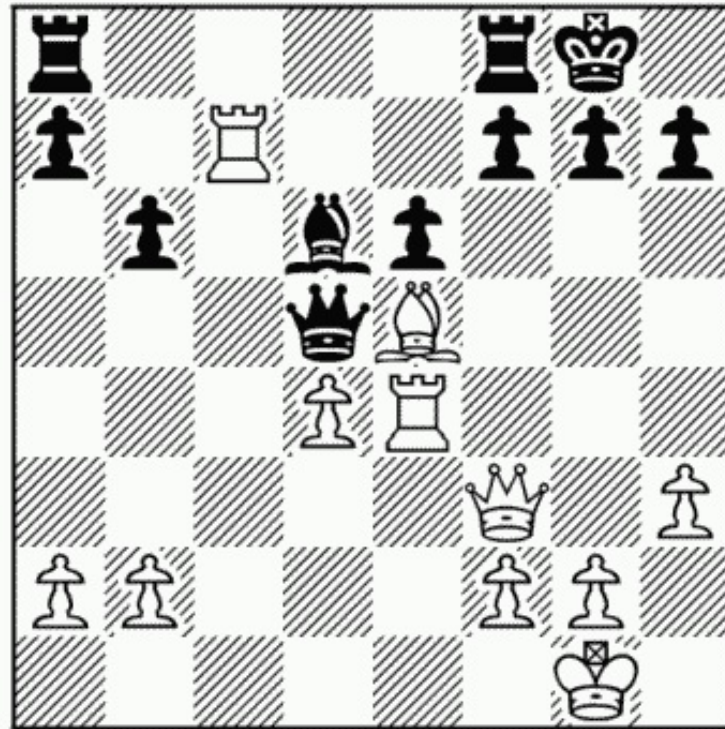




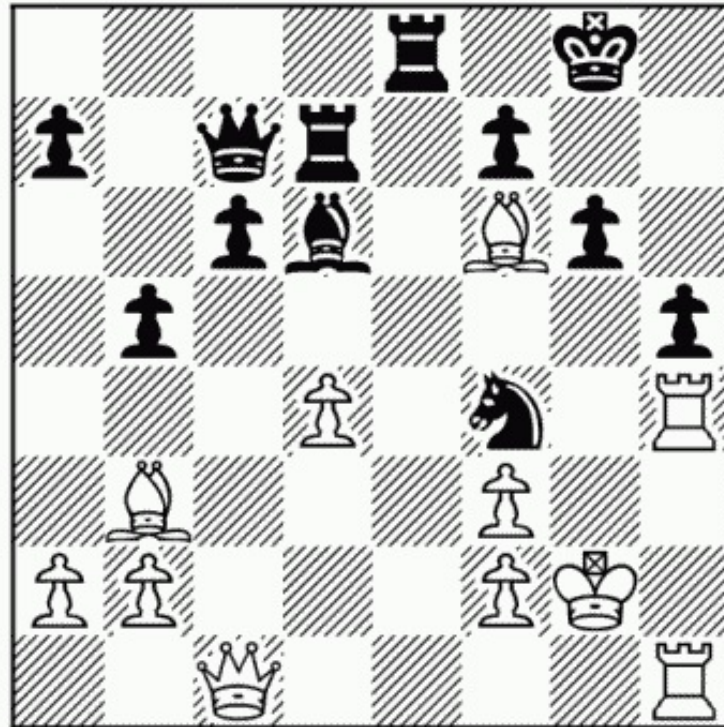


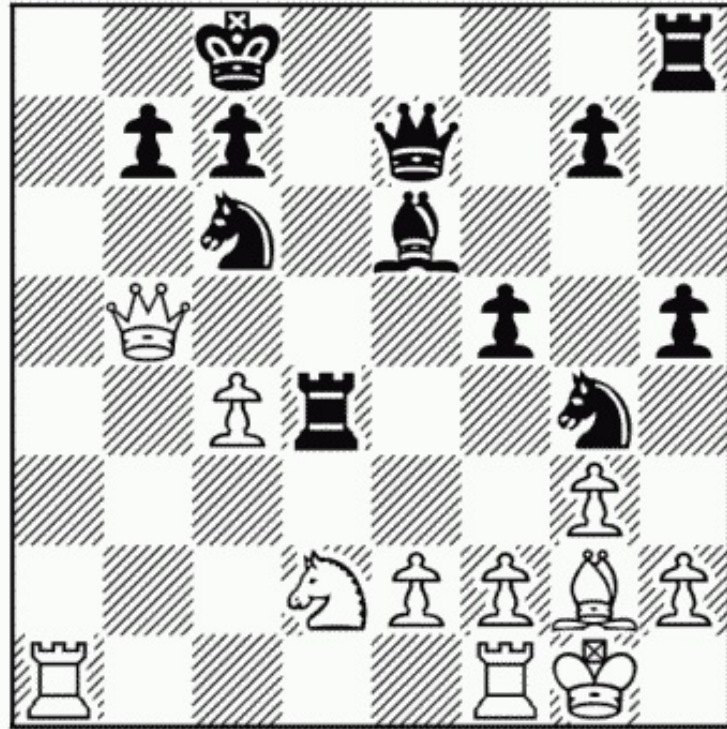


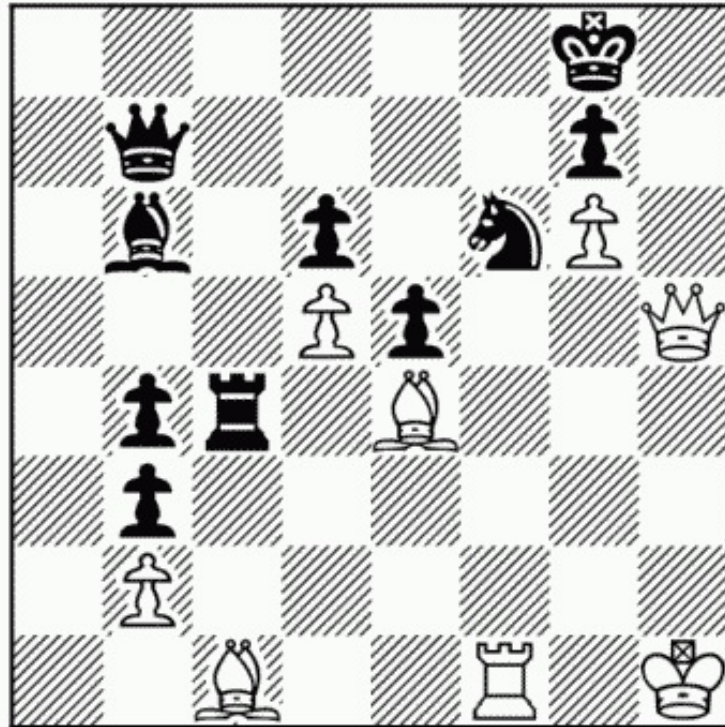




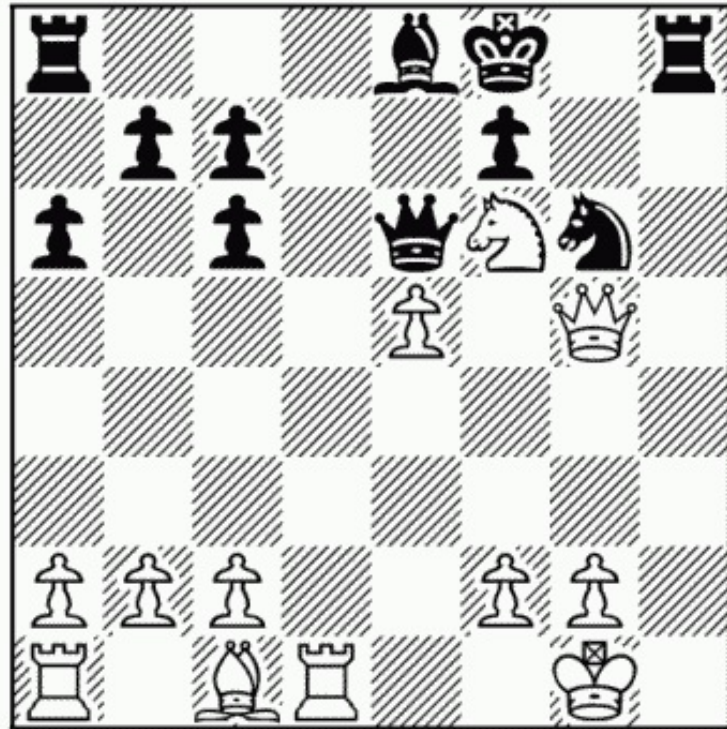
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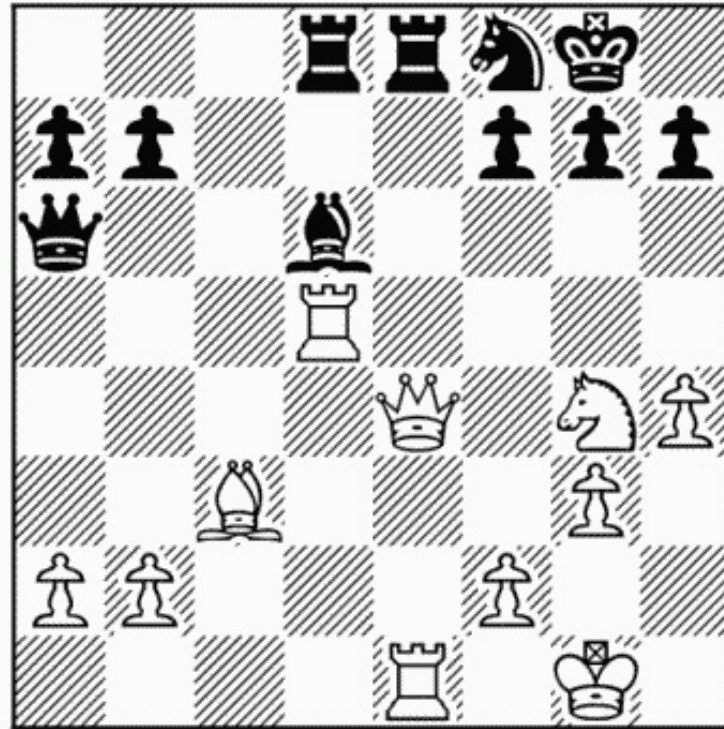


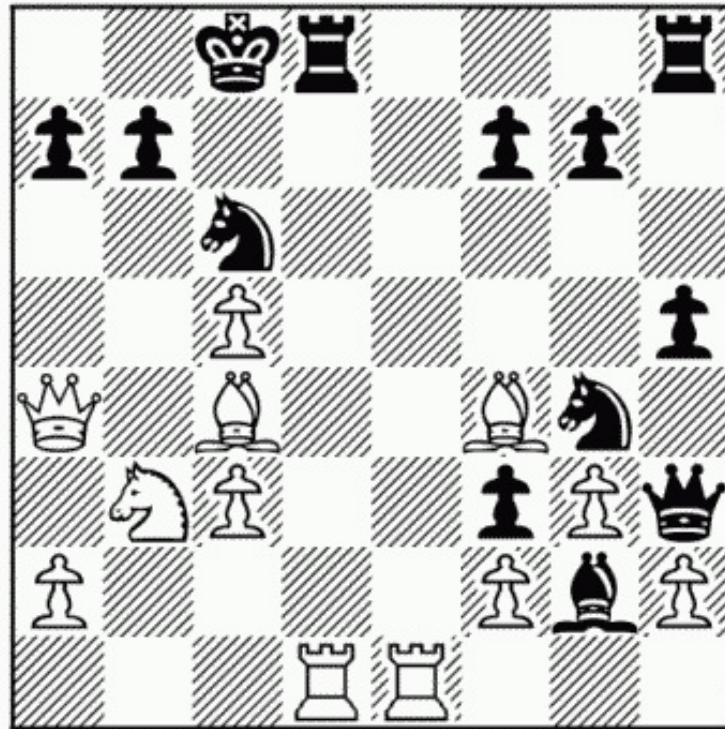


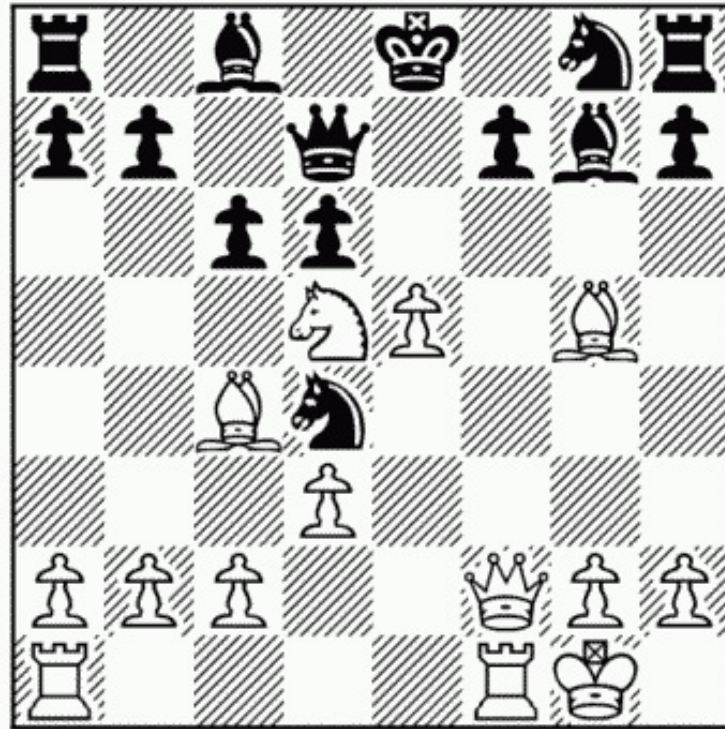




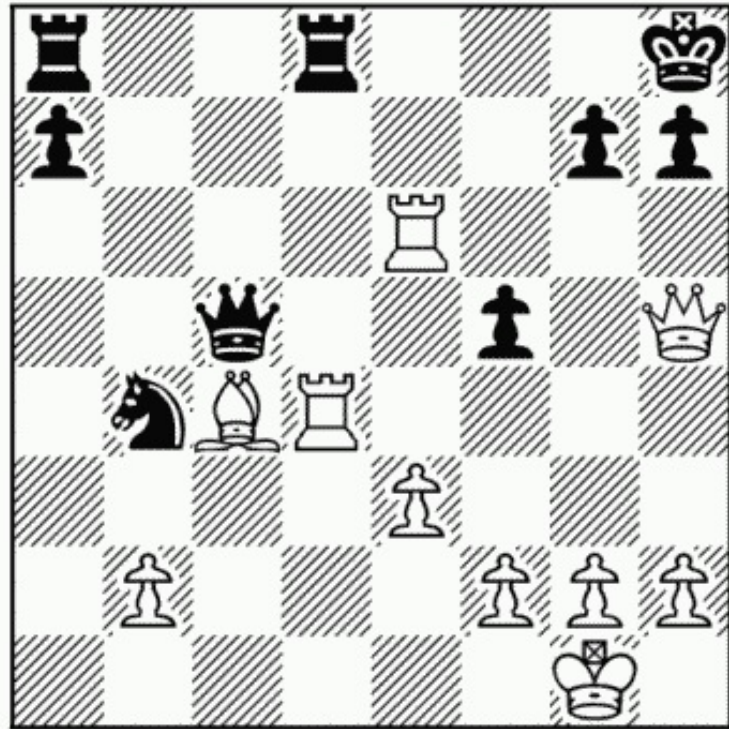
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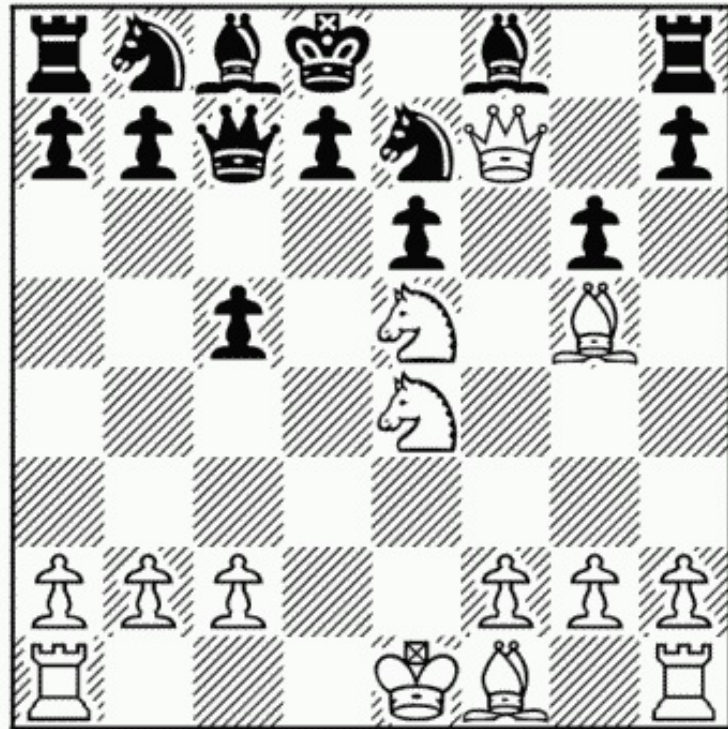


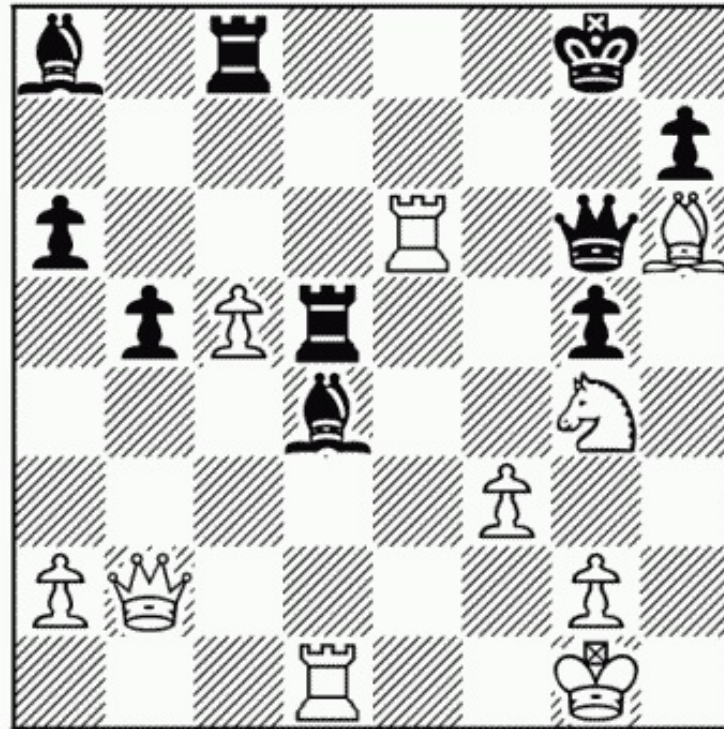


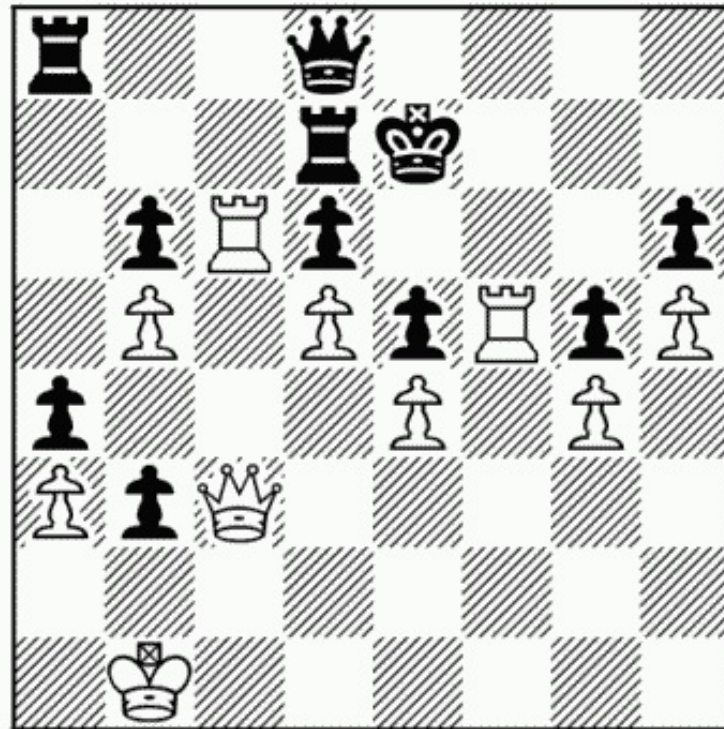
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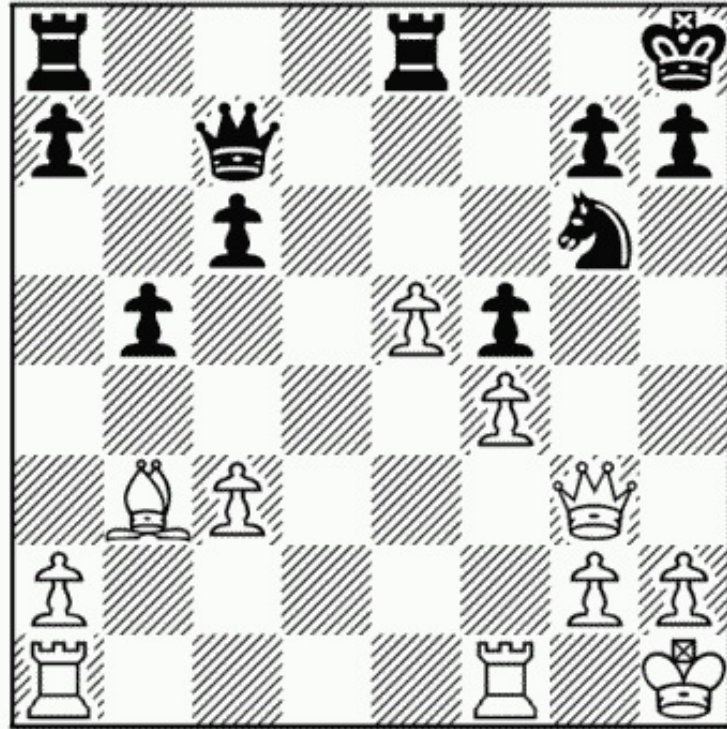


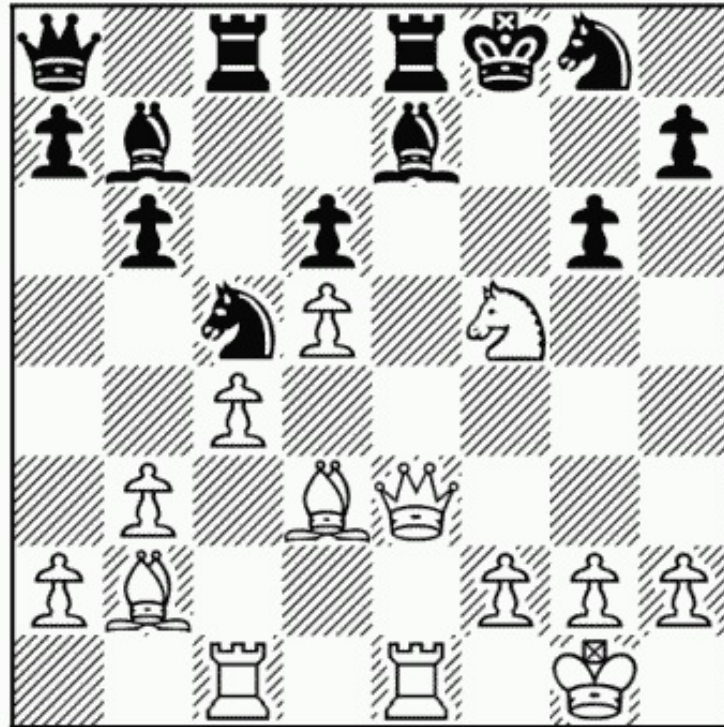




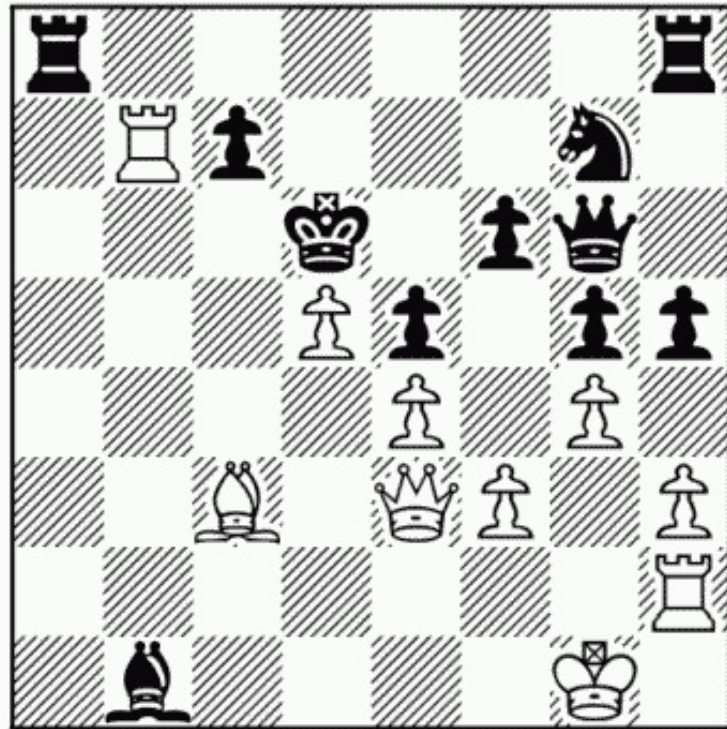


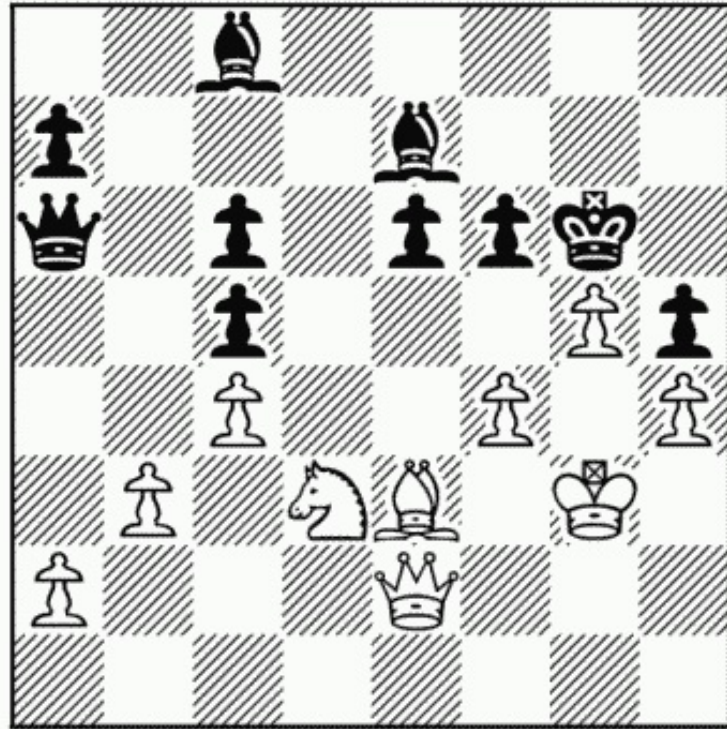




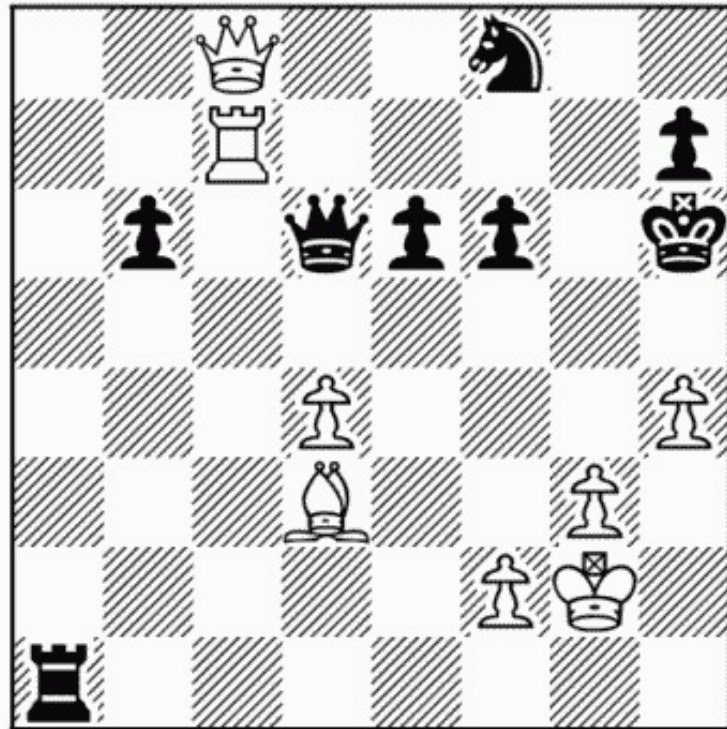


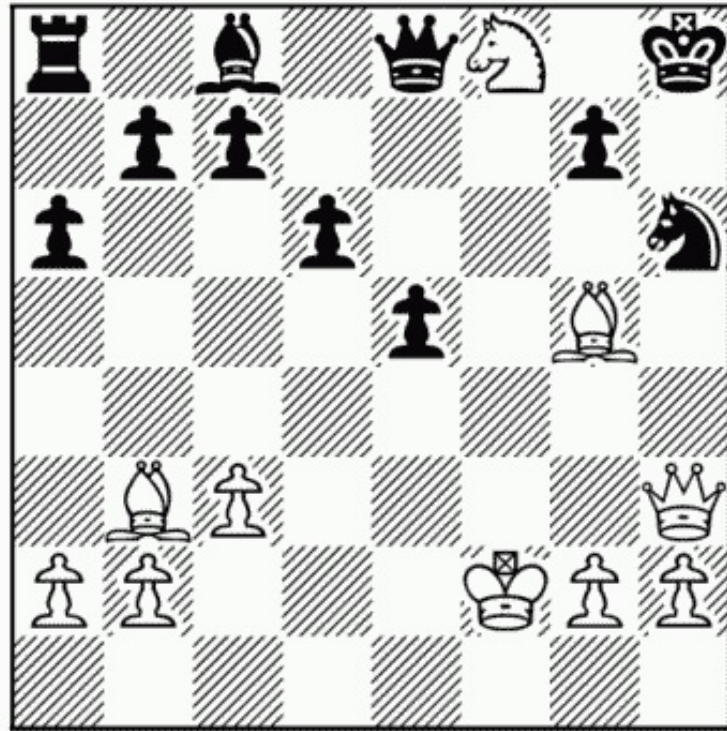


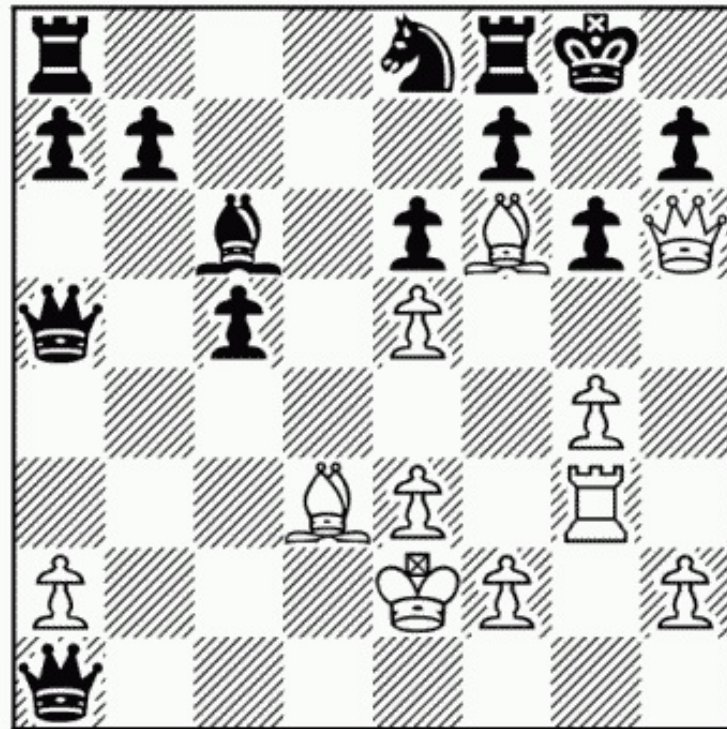




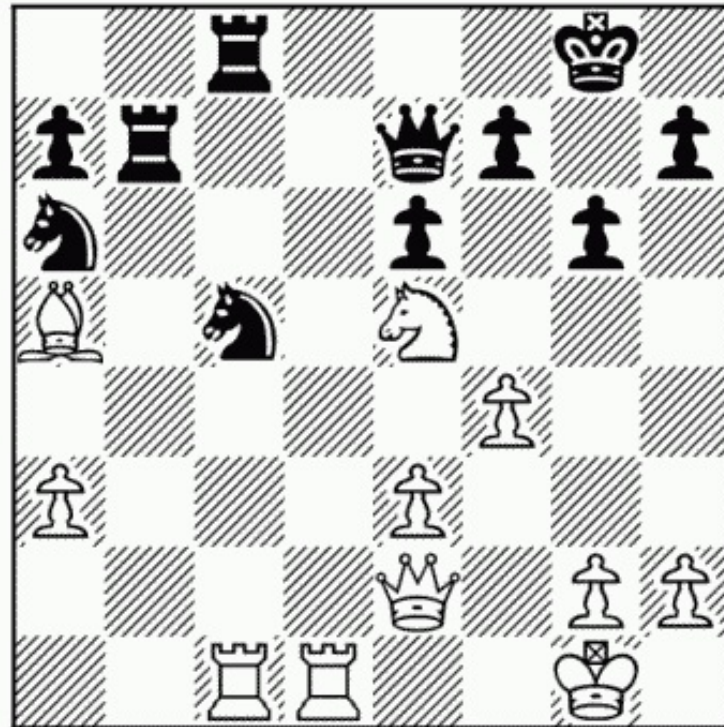
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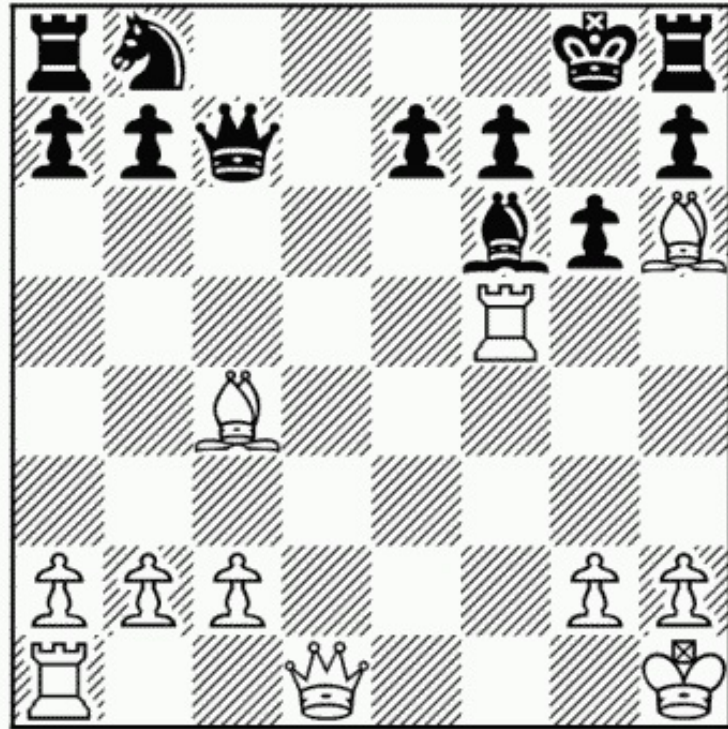


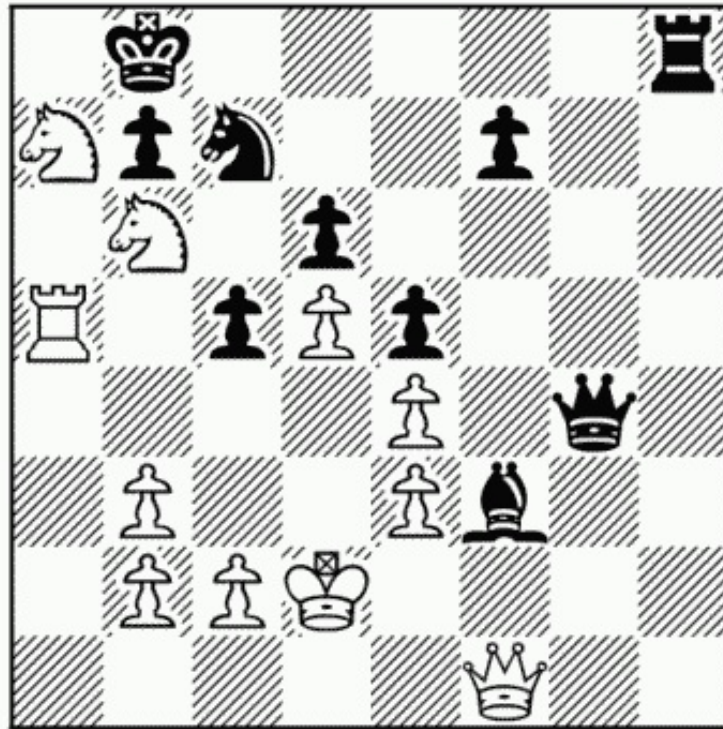


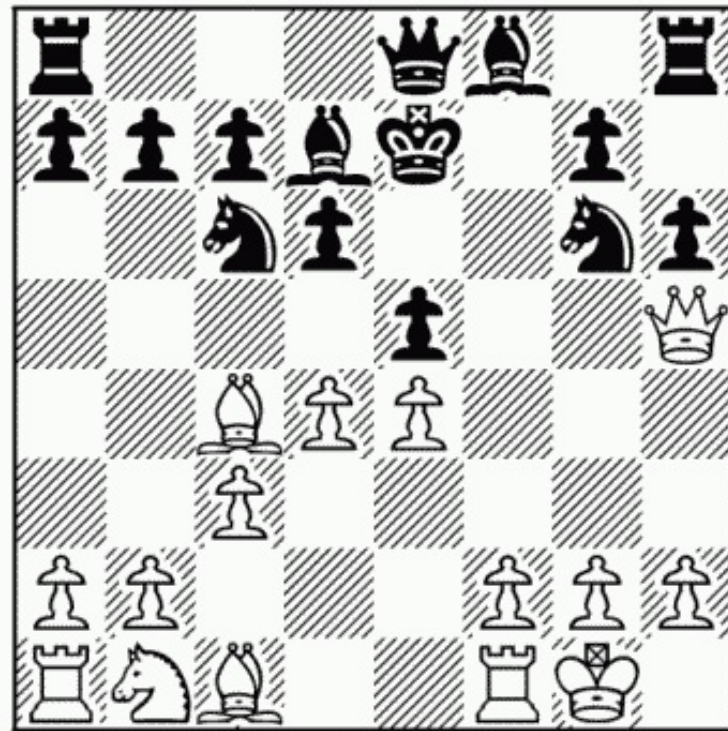


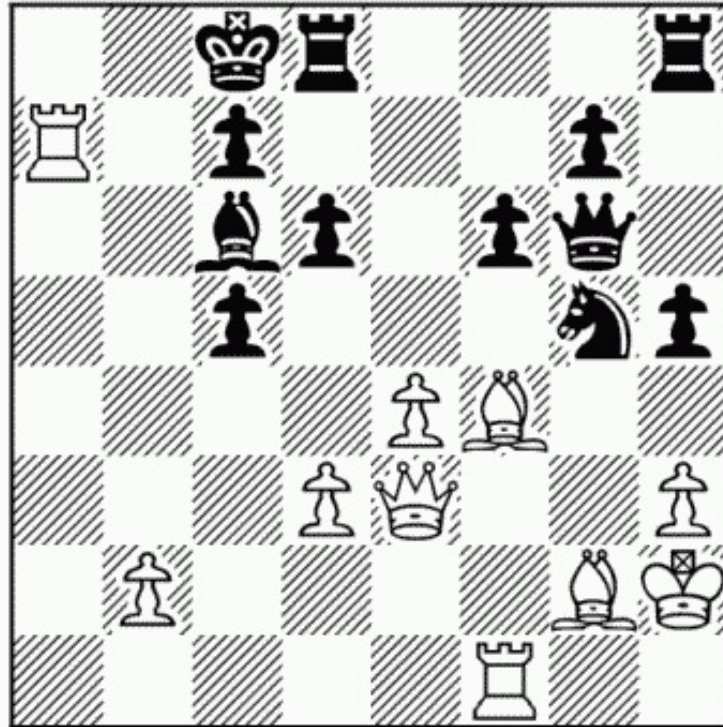




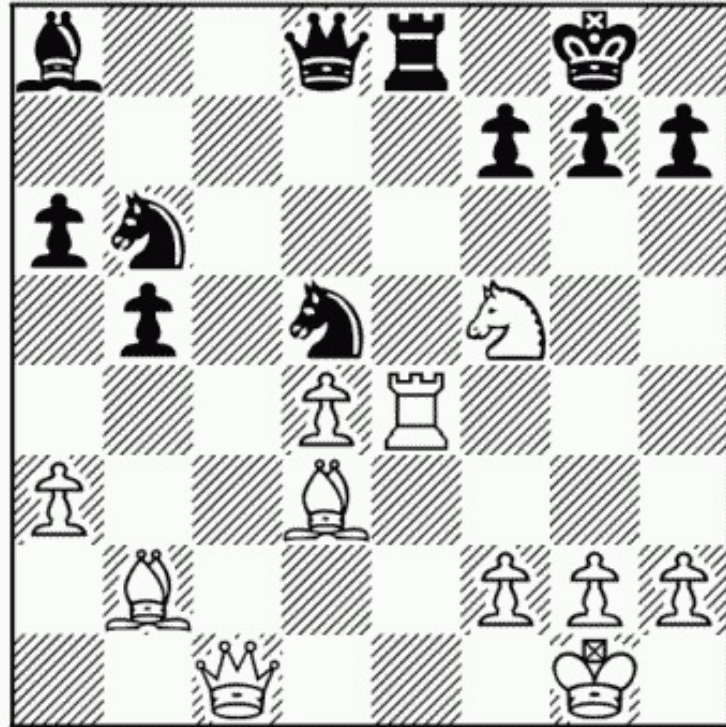


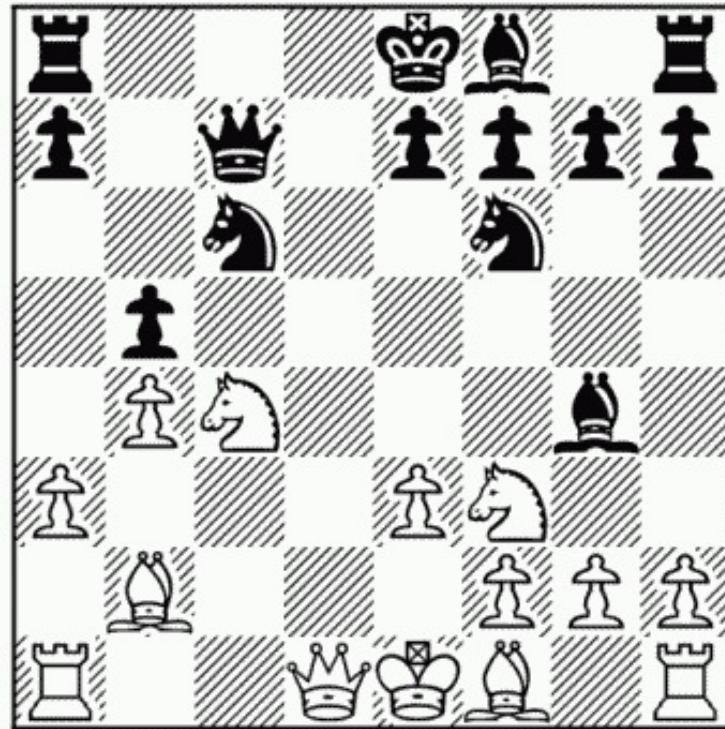


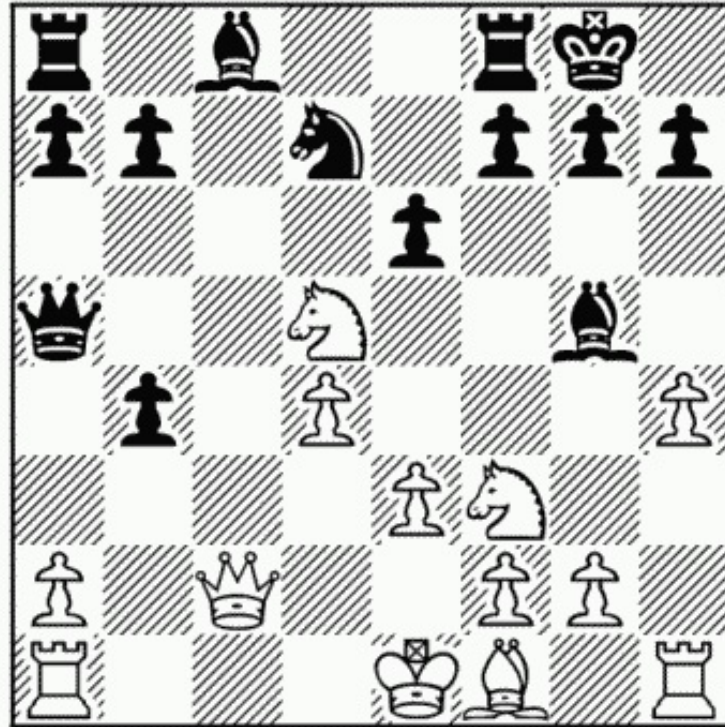


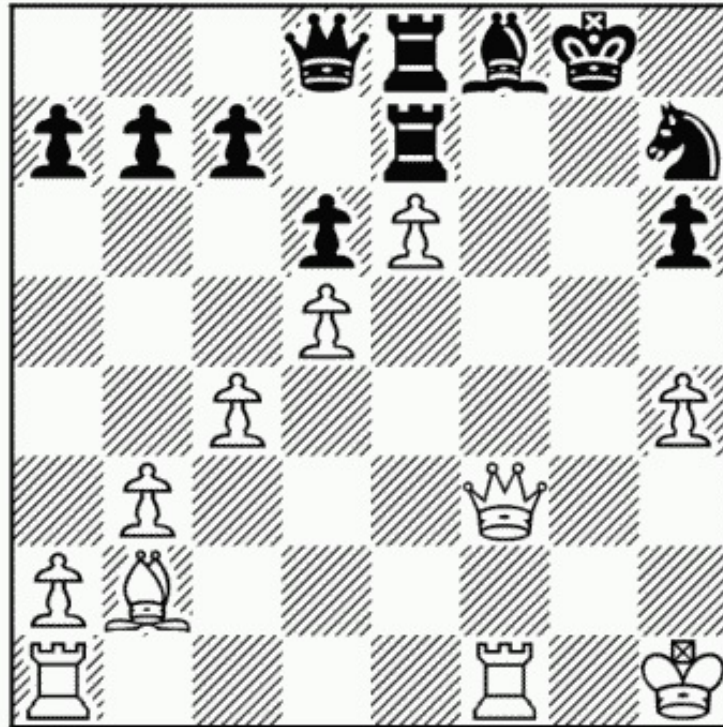


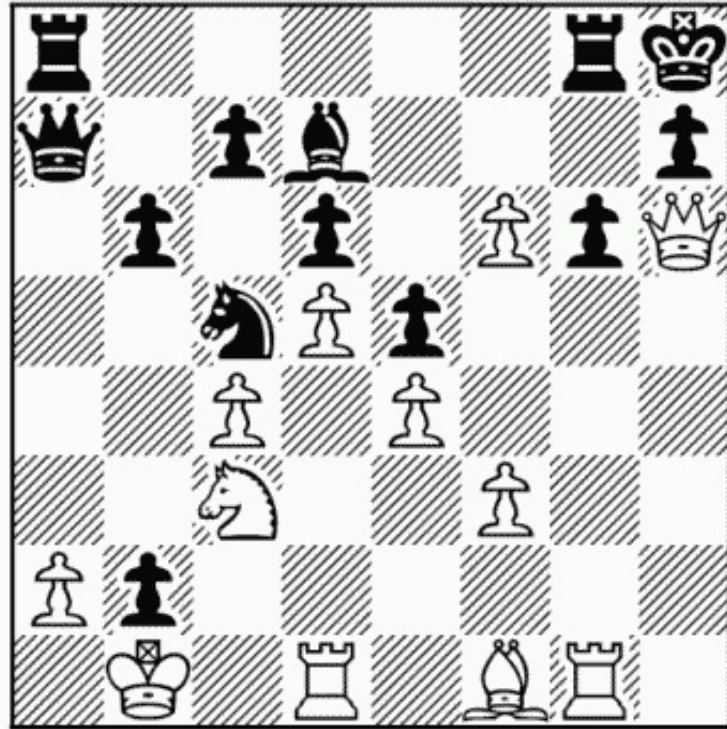




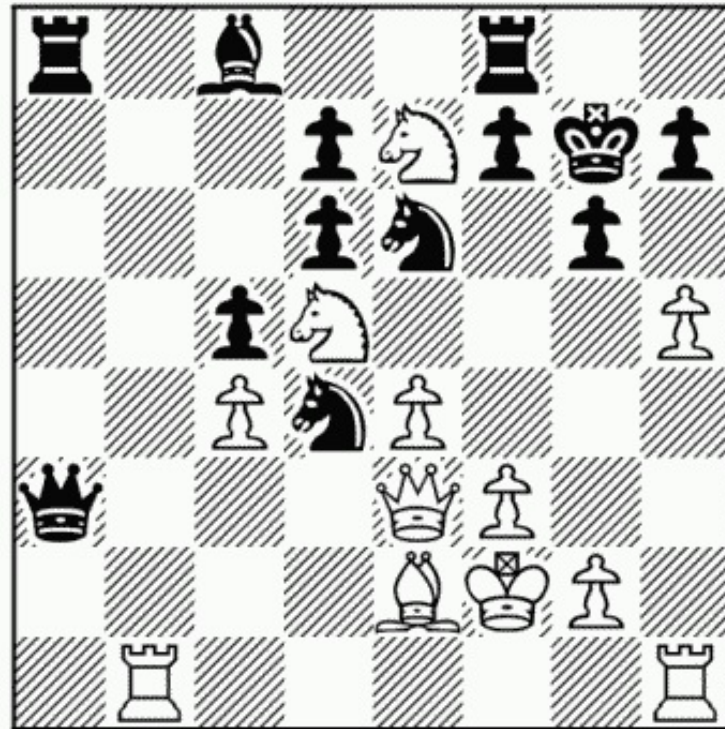


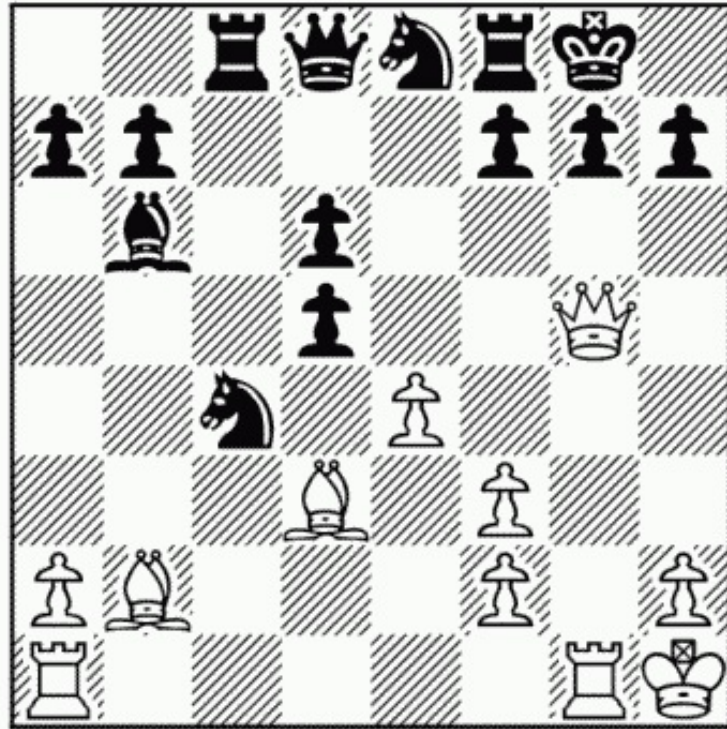




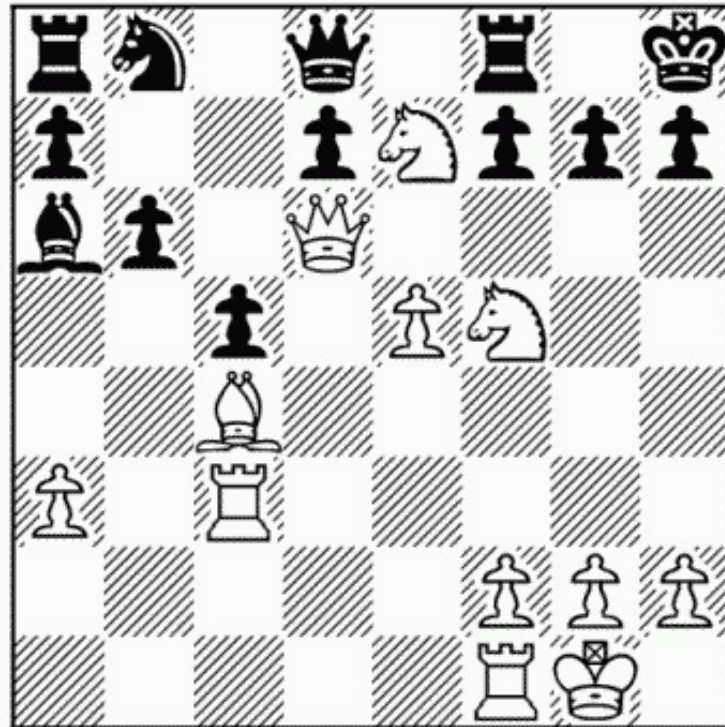




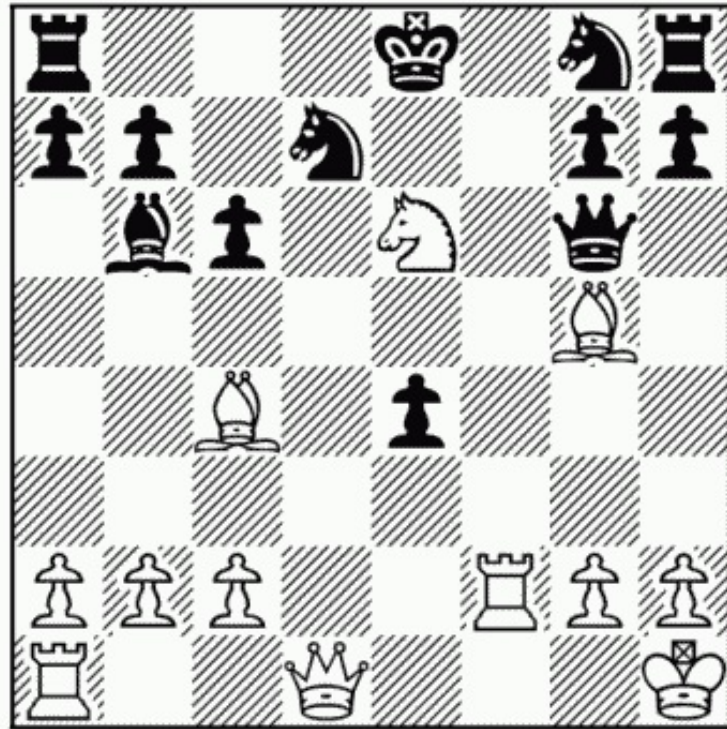


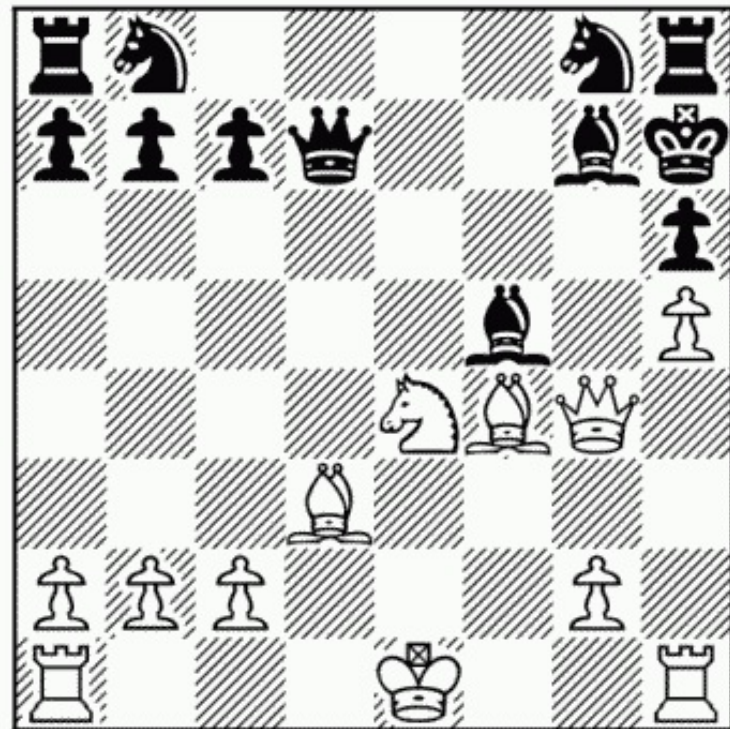


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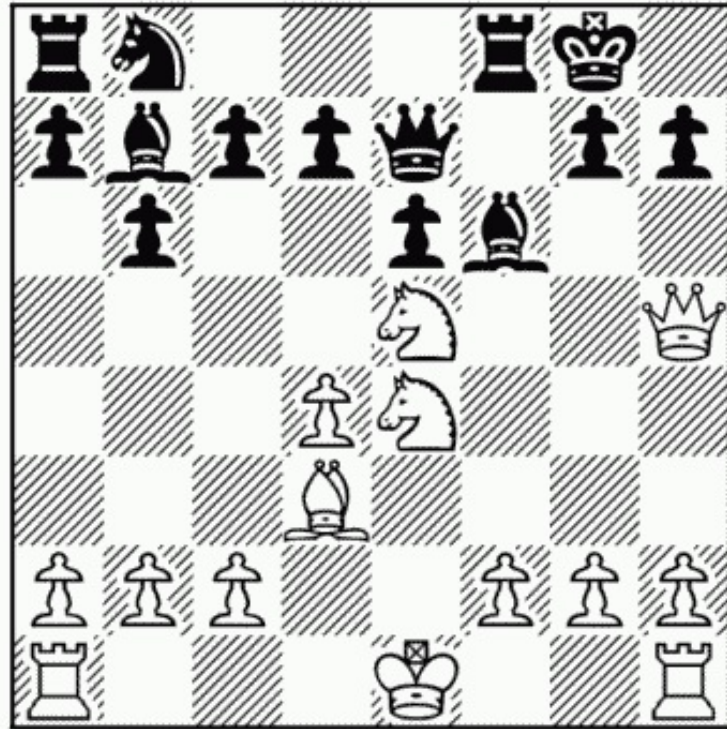
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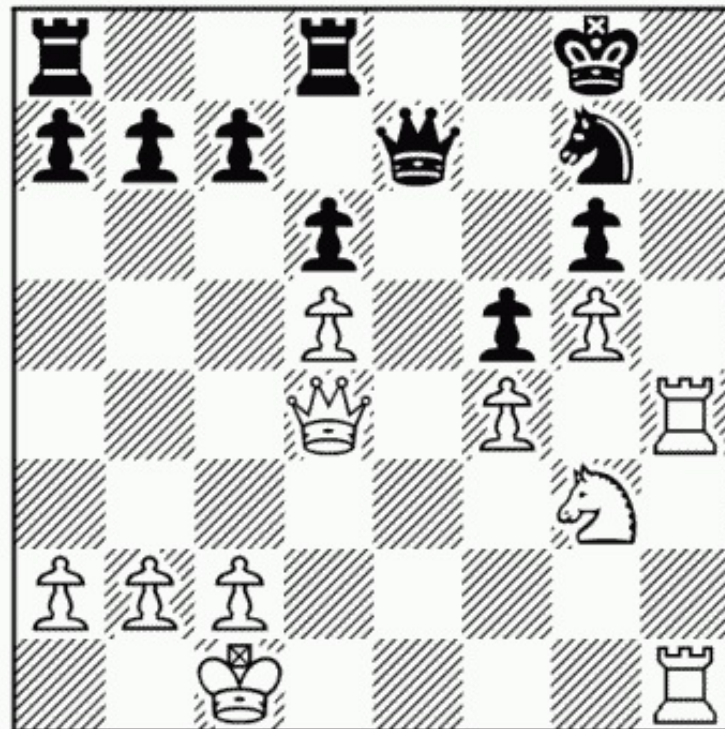




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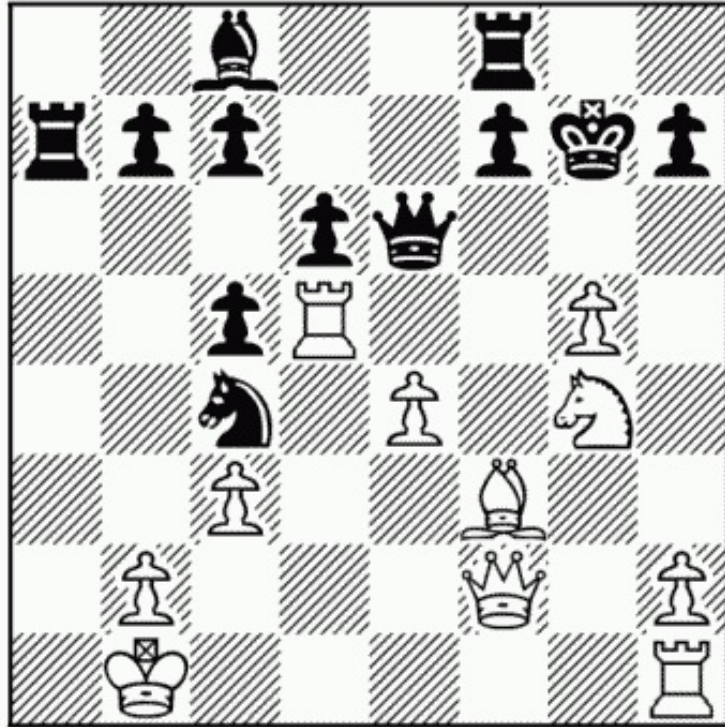


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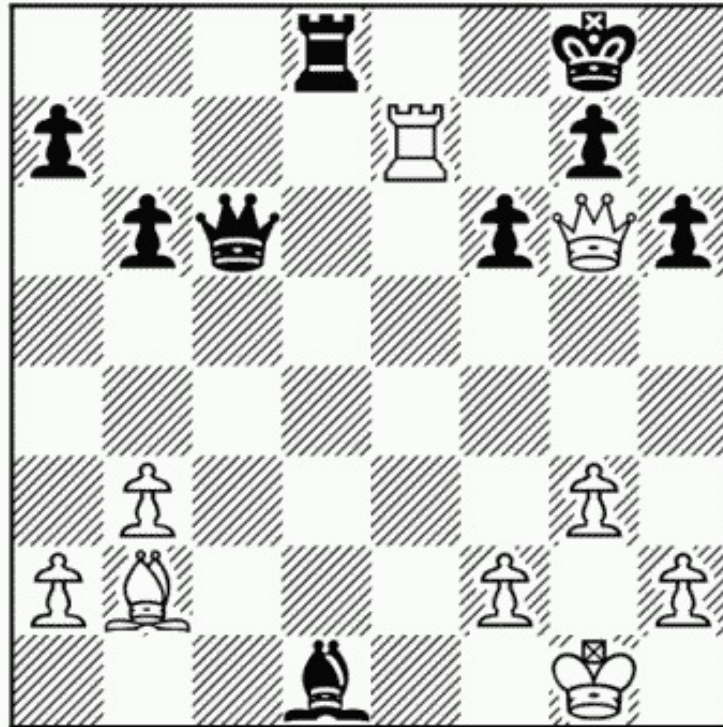


*Black Moves First*

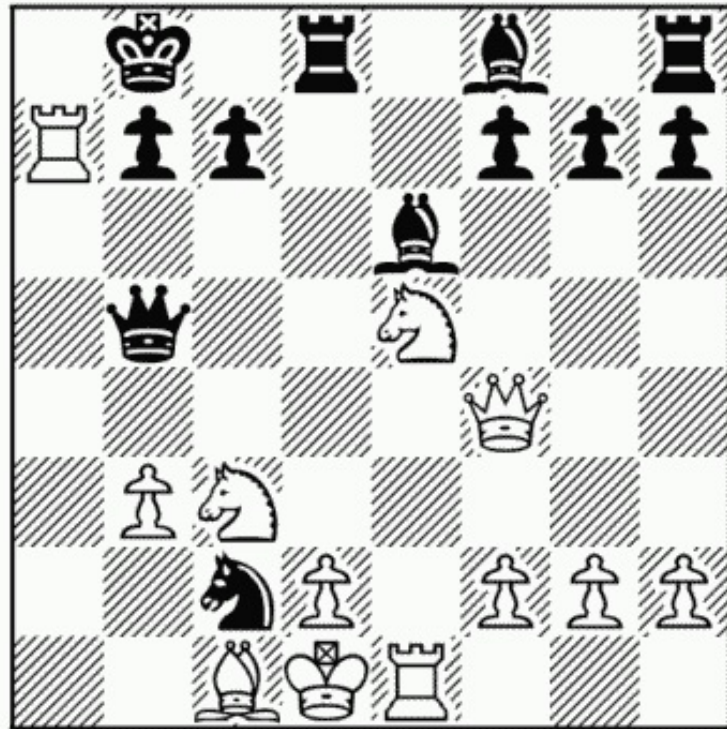
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[746](#)

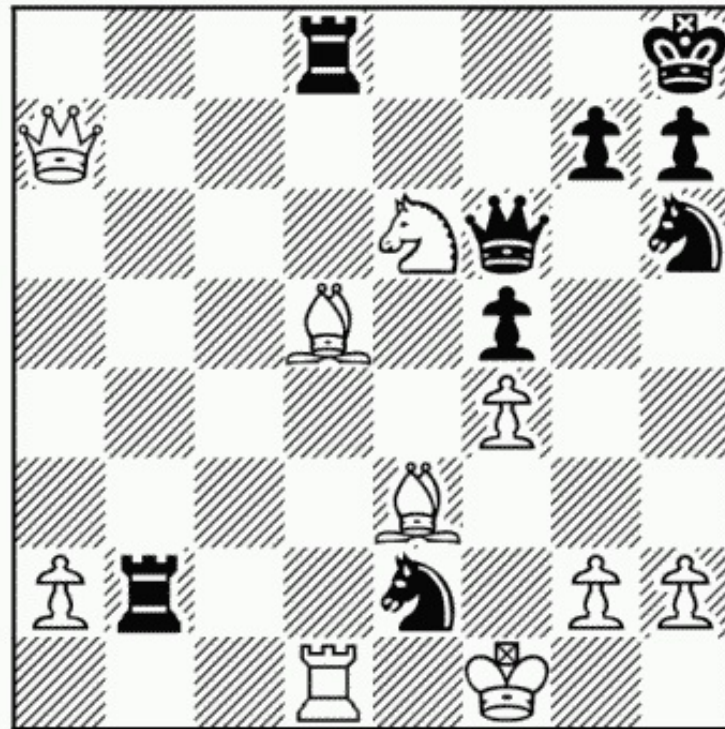


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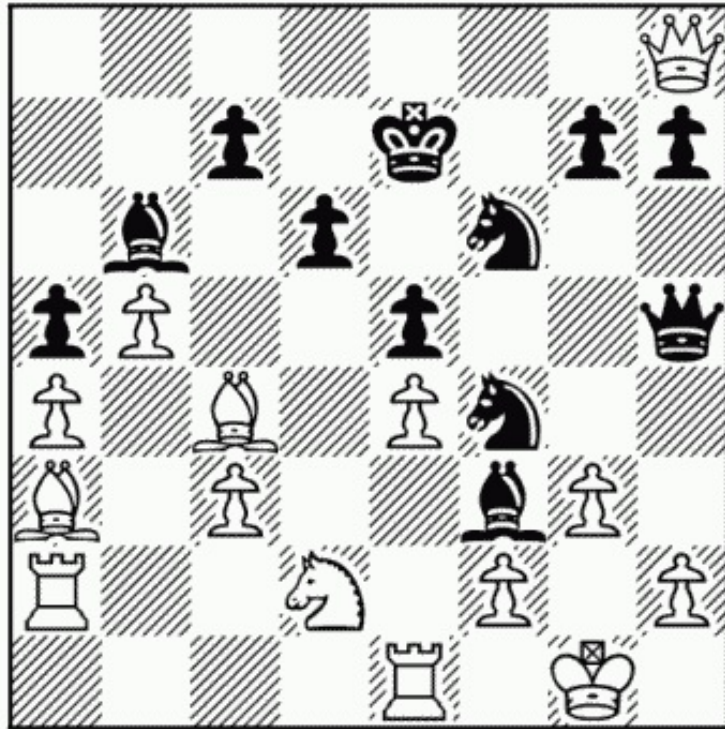




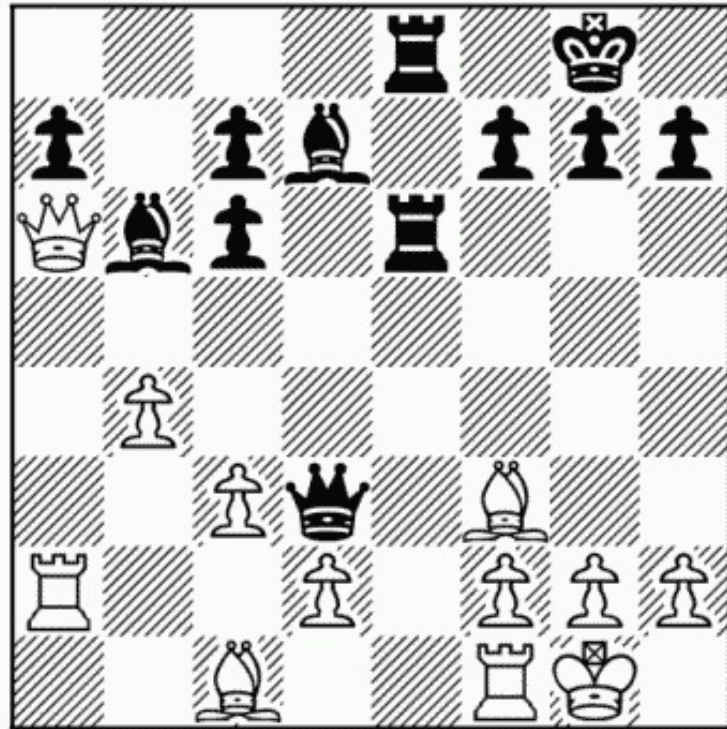
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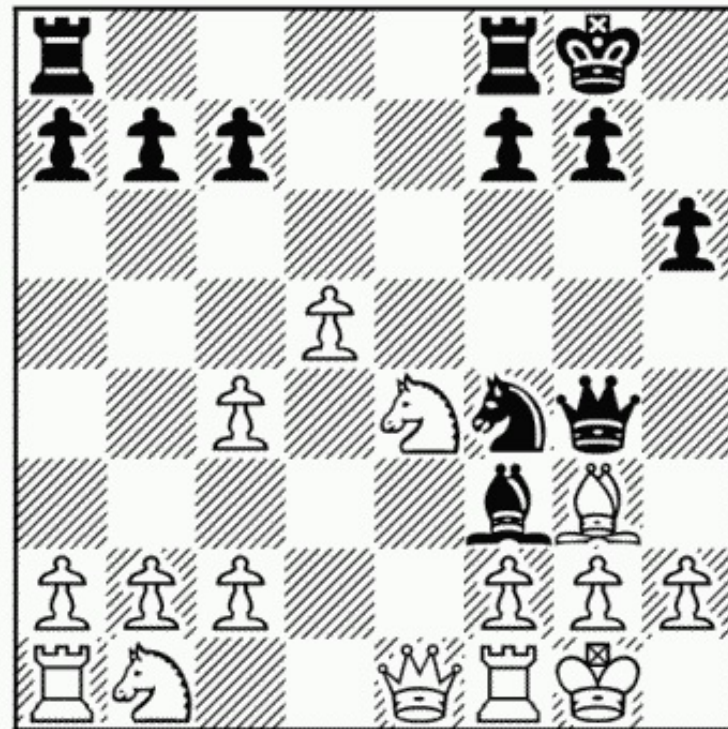


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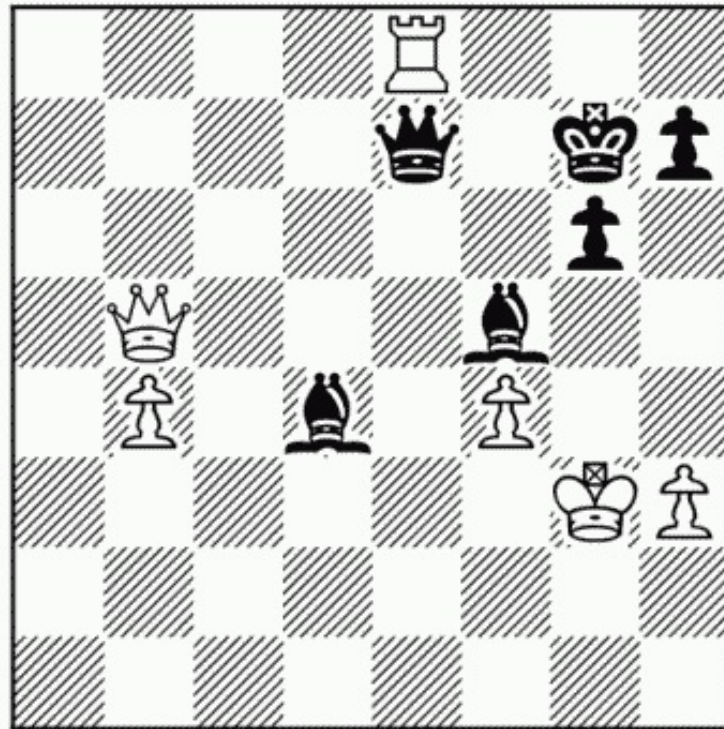


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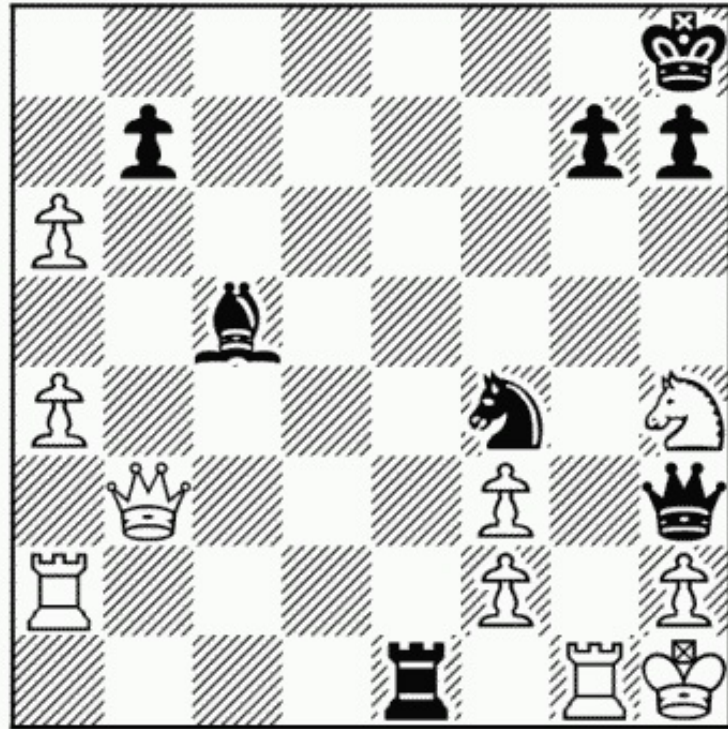


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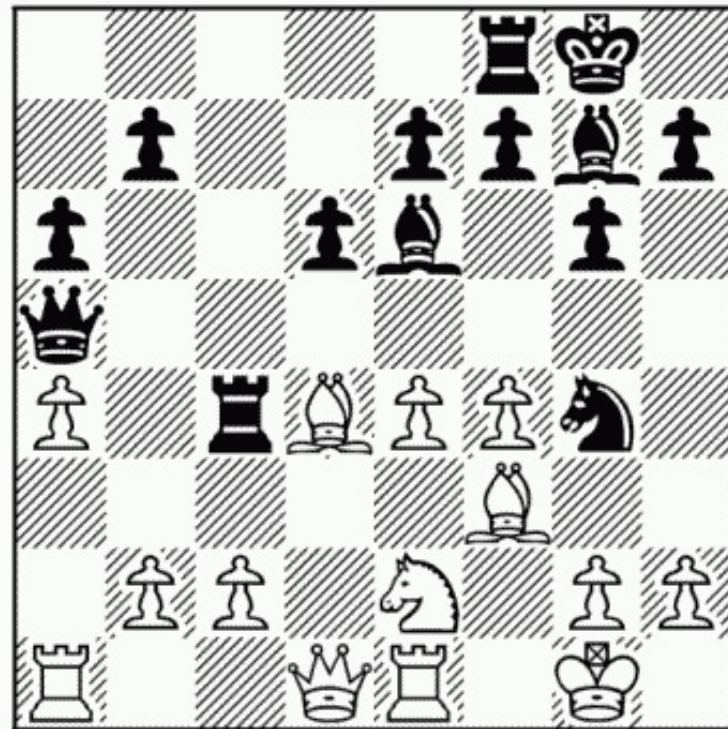




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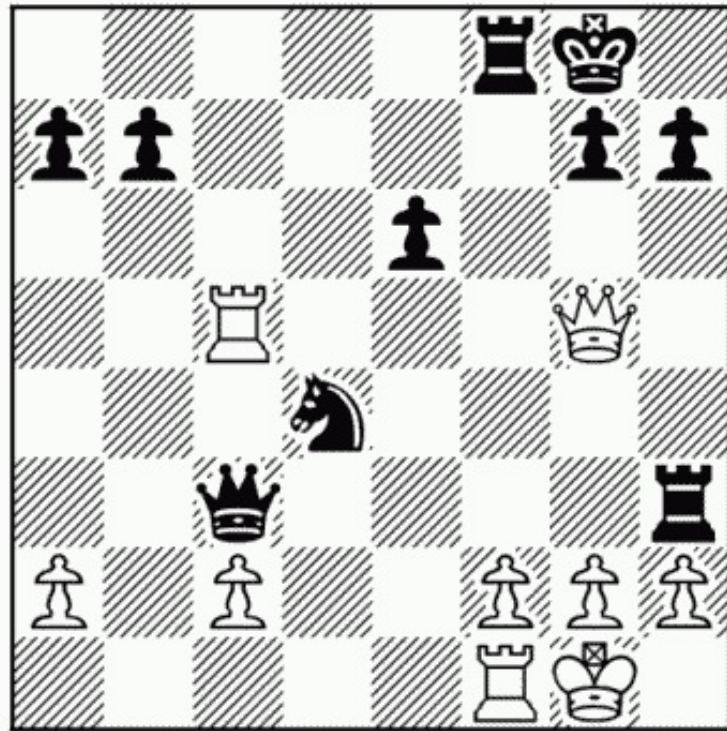
754



755



756



## 14. X-Ray Attack

The X-Ray attack, or skewer attack, is the opposite of the pin. In the X-ray attack *a piece attacks a hostile piece which is situated on a line with another piece of lesser value*. When the attacked piece moves off the line, it exposes the second piece to capture.

This concept may sound complicated, but an example will show its simplicity—and deadly effectiveness. In [Diagram 757](#) White's rook maneuvers the black forces into an X-ray position. Thereupon White's rook X-rays the black king, and thus wins the black rook.

In [Diagram 759](#) White sets up an X-ray position by sacrificing the Exchange as a preliminary to X-raying the black king and thereby winning the black queen.

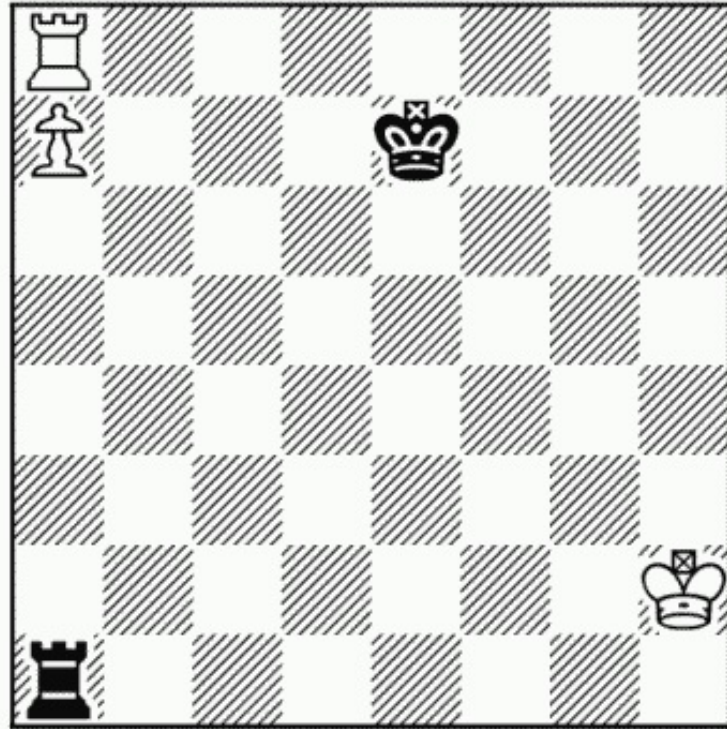
[Diagram 769](#) illustrates what is perhaps the most beautiful of all X-ray combinations. Here White sacrifices both rooks in order to carry out a series of X-ray threats which wind up with the win of Black's queen. And this comes just in the nick of time, as Black is on the point of administering checkmate!

As explained in the first paragraph, the piece initially menaced by the X-ray is the more important piece. Usually therefore, the X-ray move is a check (an attack on the king). However, the X-ray may menace other pieces as well. In [Diagram 773](#) for example, White X-rays the queen in order to win a rook.

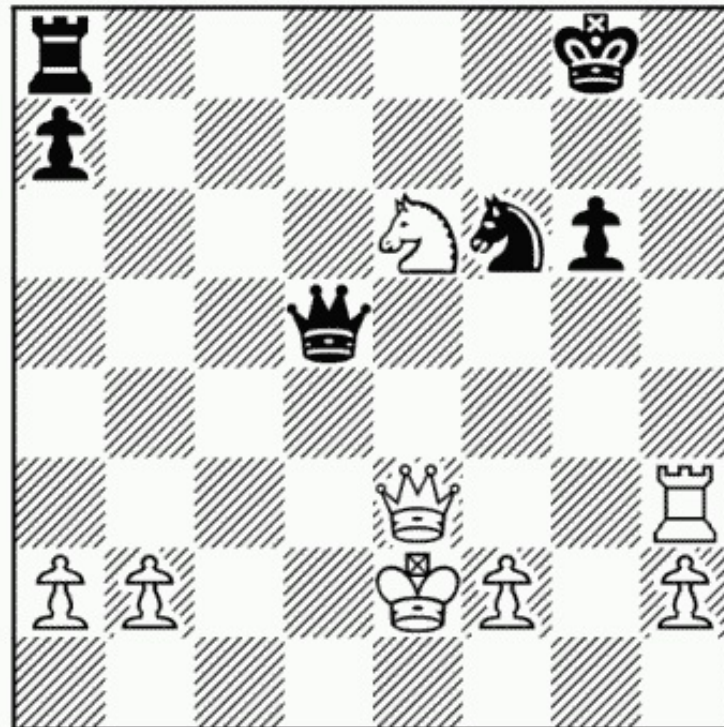


*White Moves First*

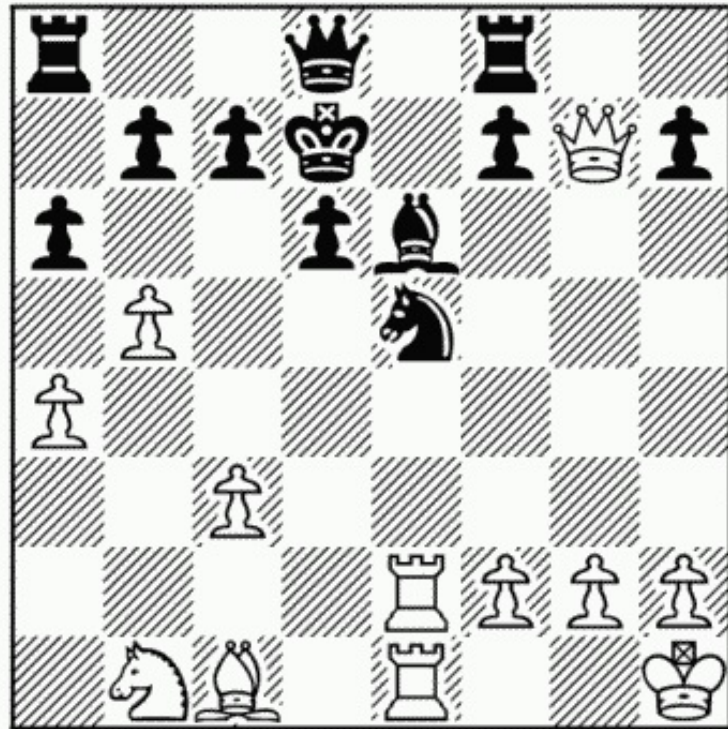
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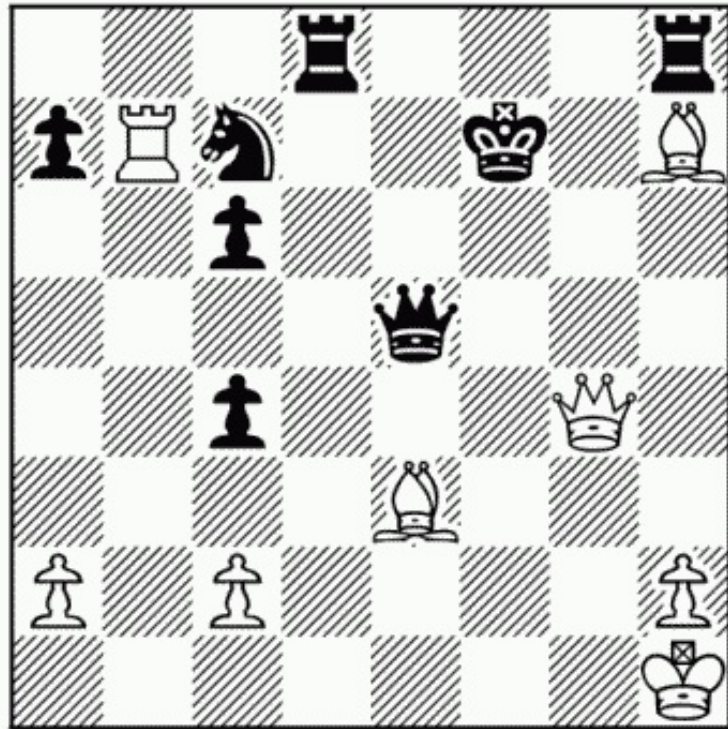


[758](#)

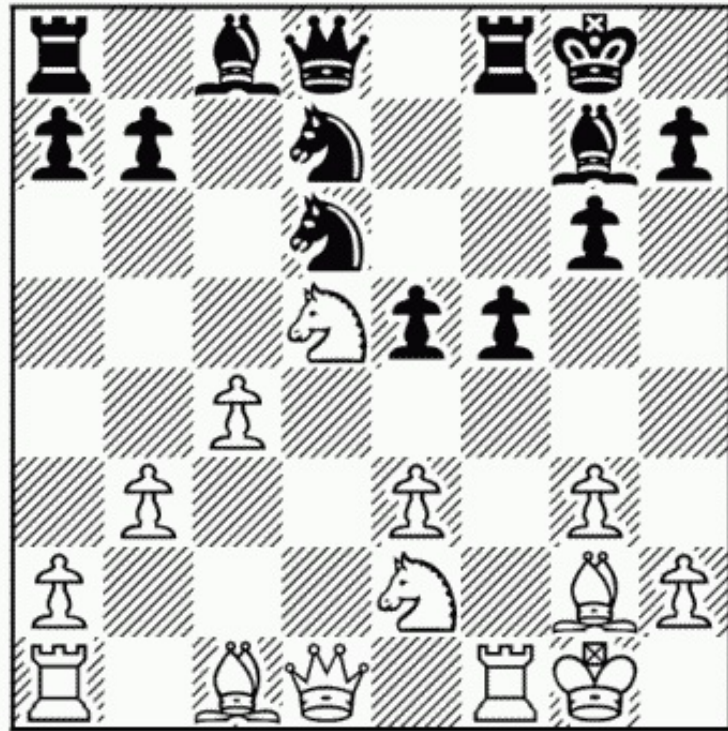


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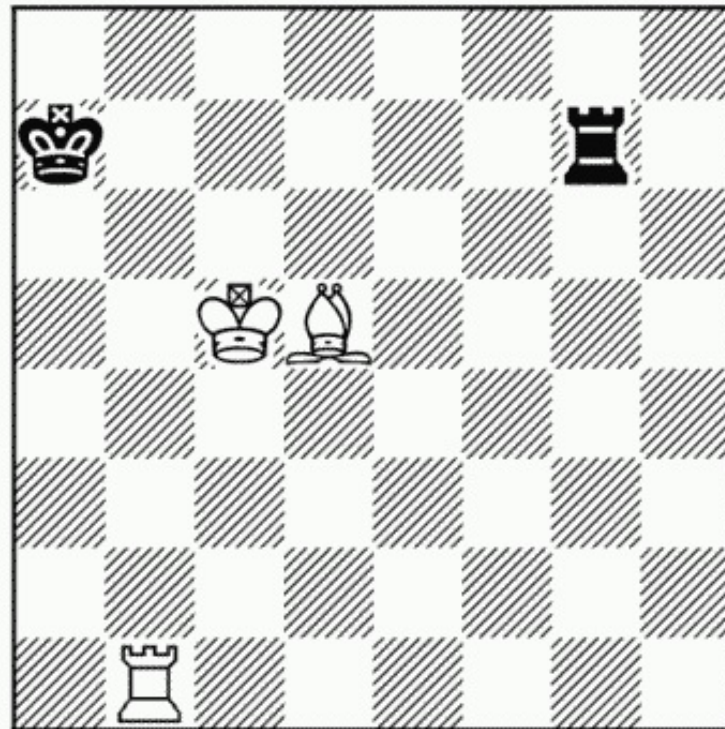


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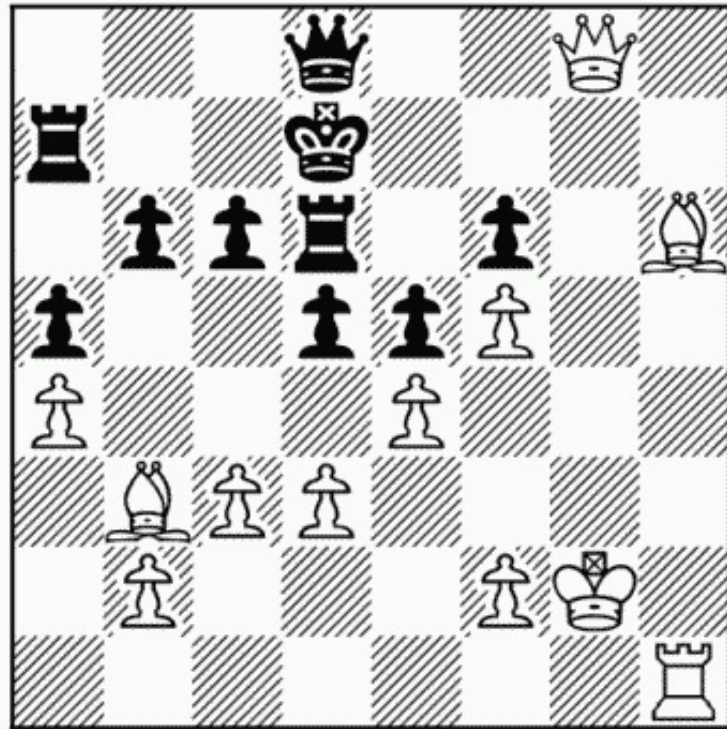




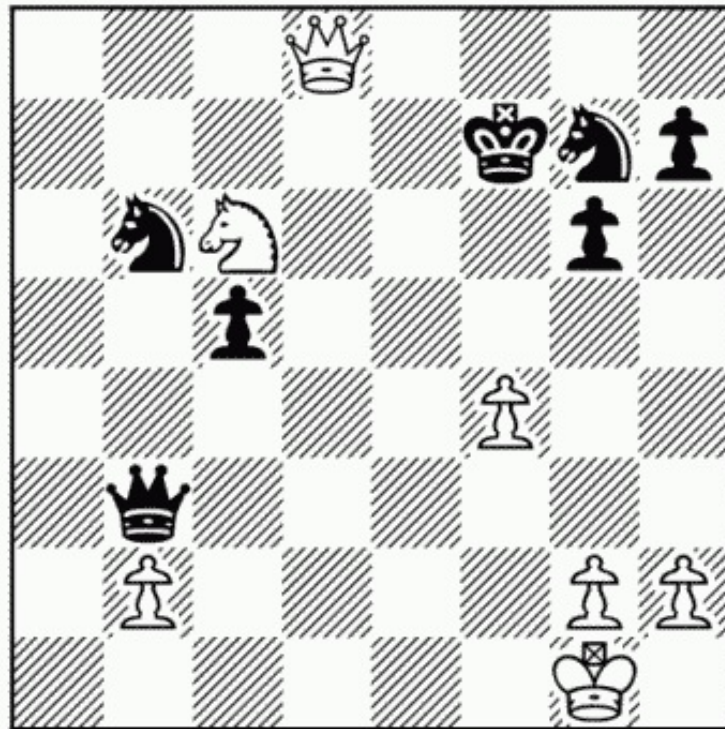
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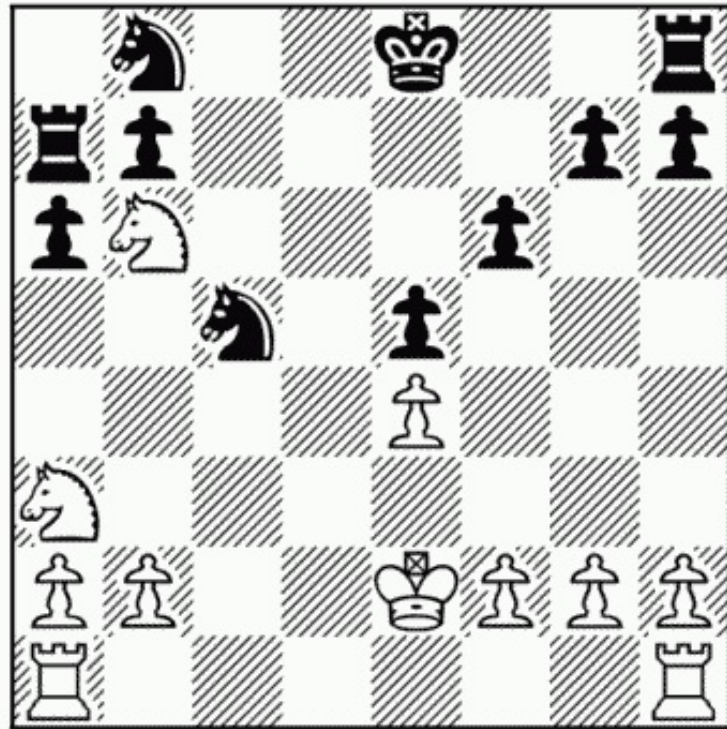
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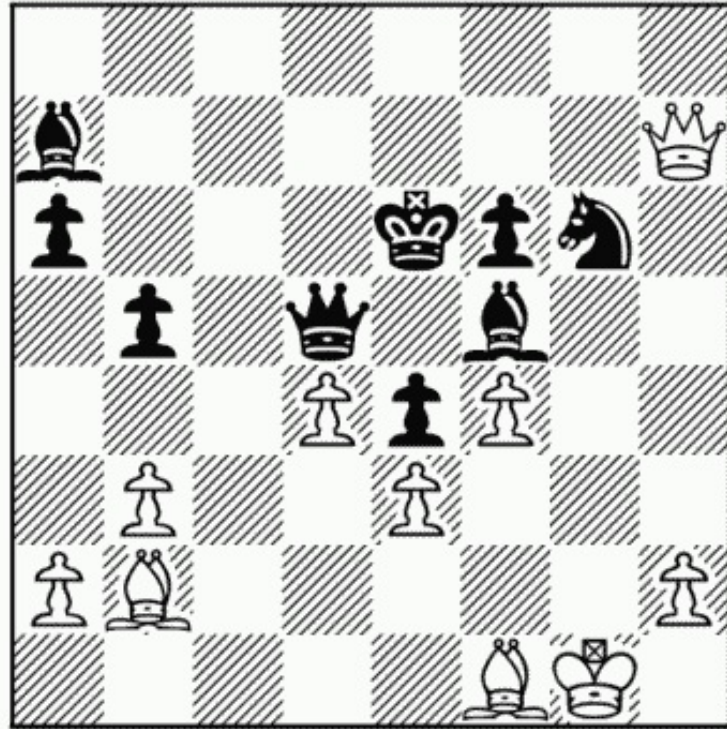


[764](#)



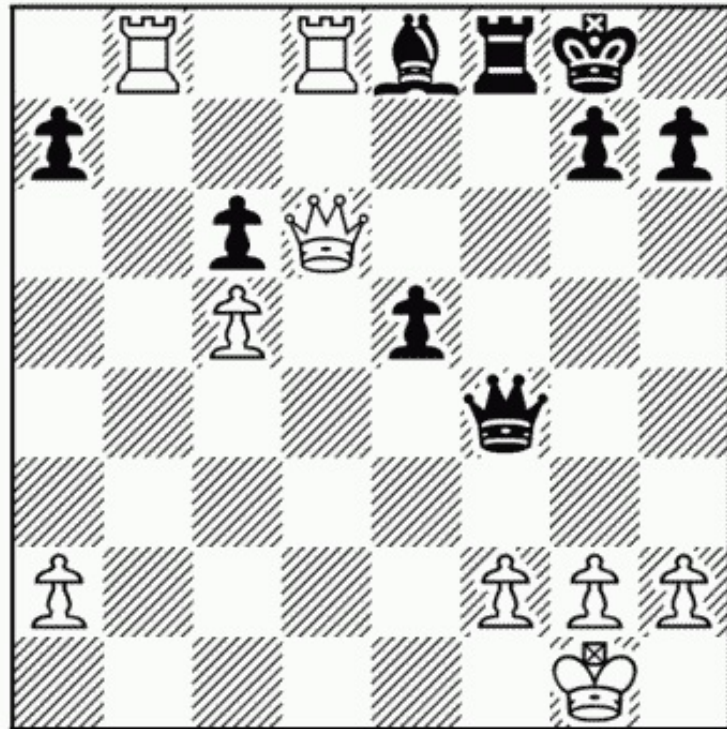
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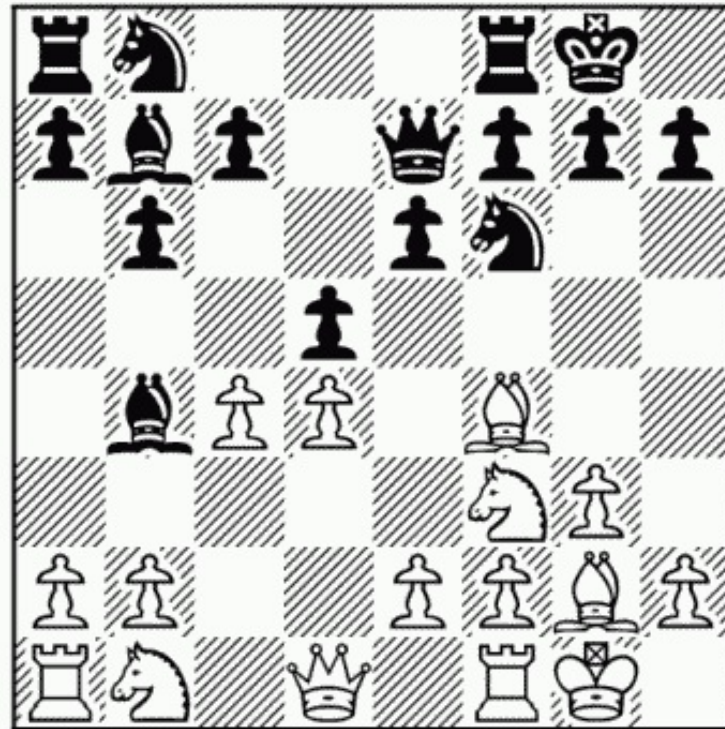




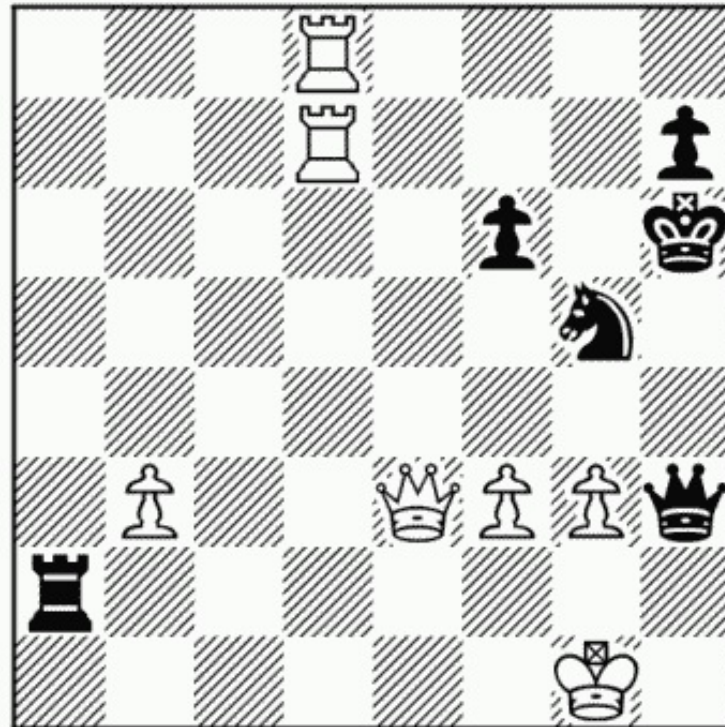


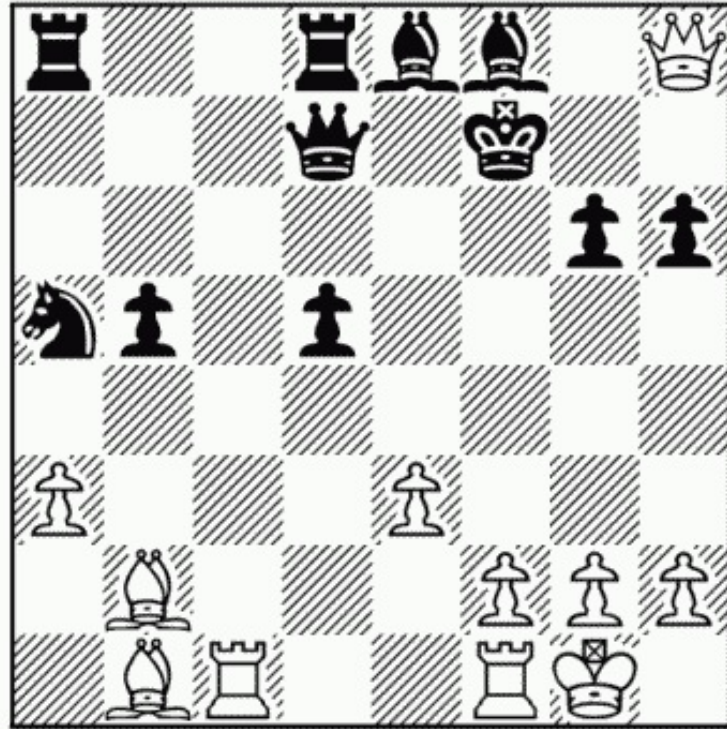
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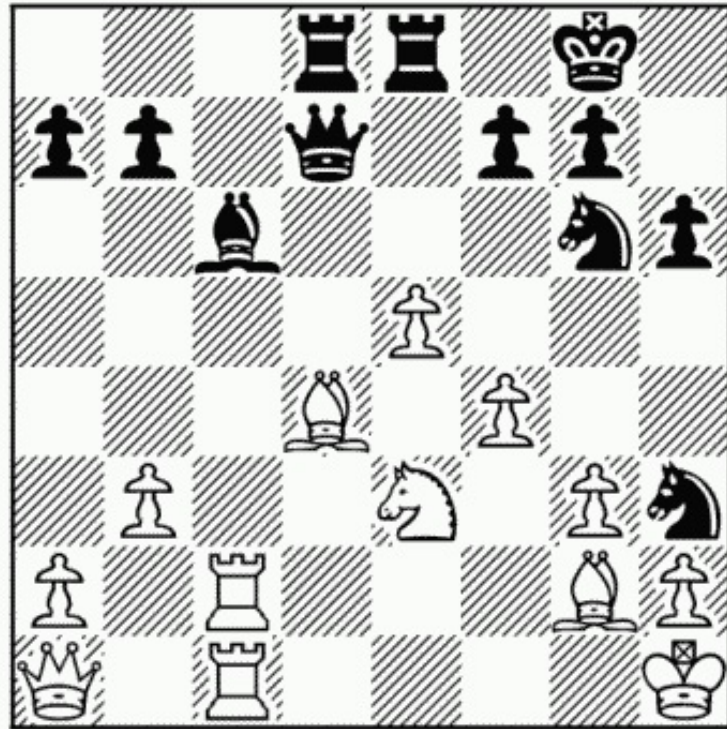




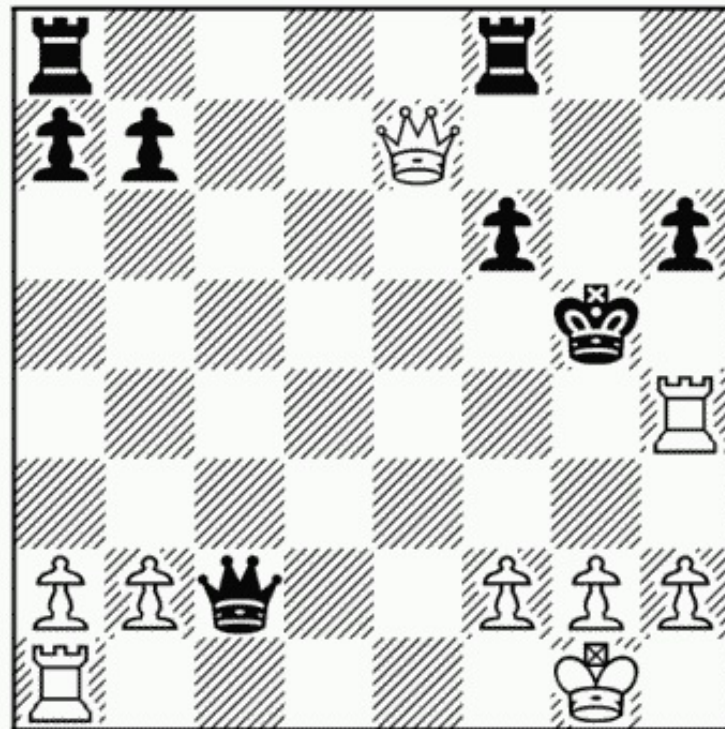
[769](#)

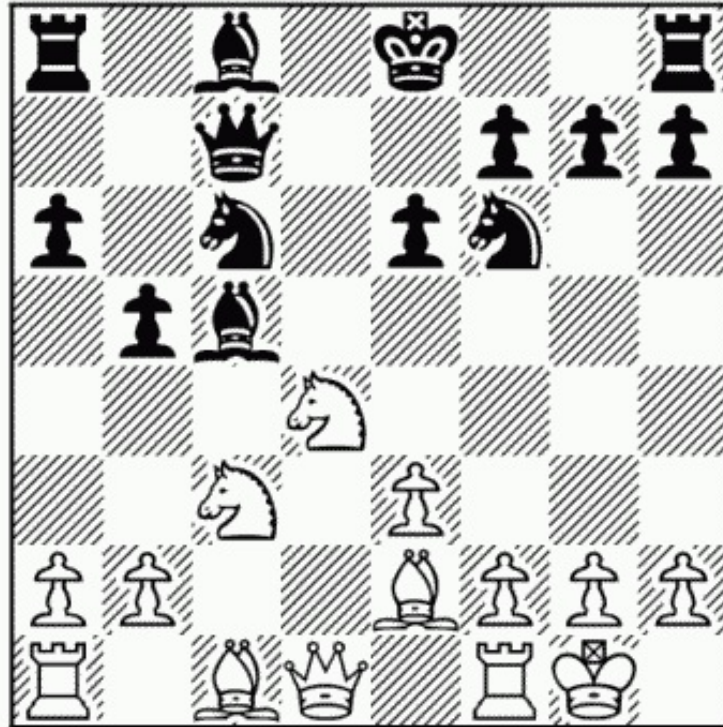




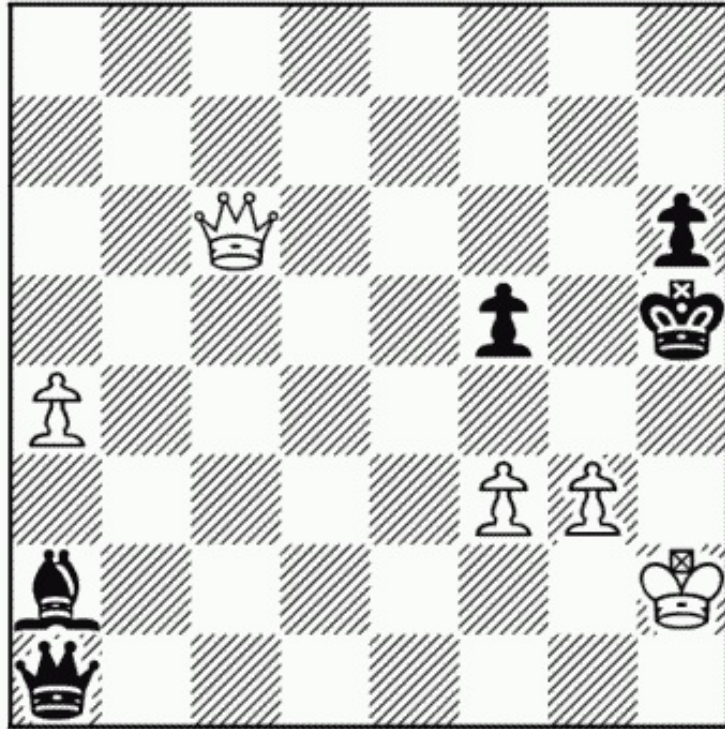






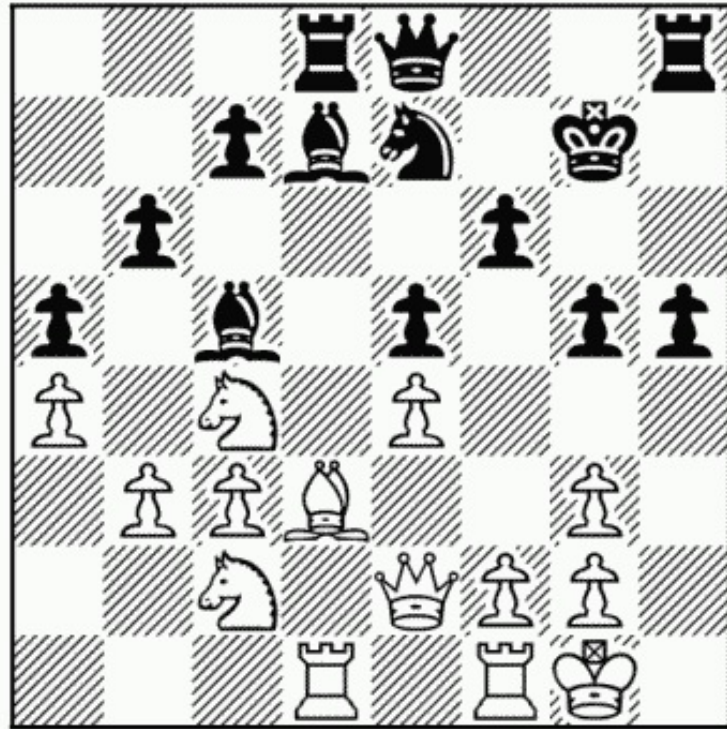


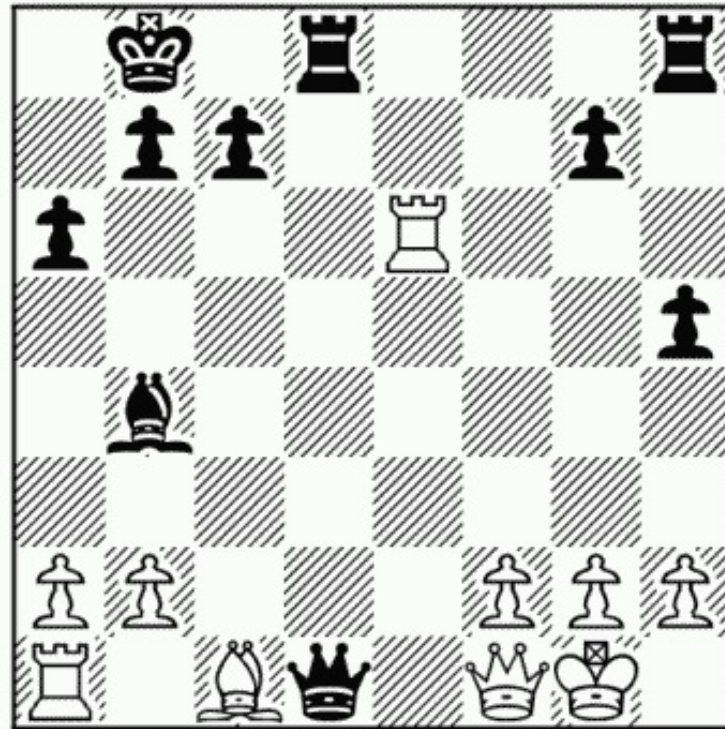
[774](#)



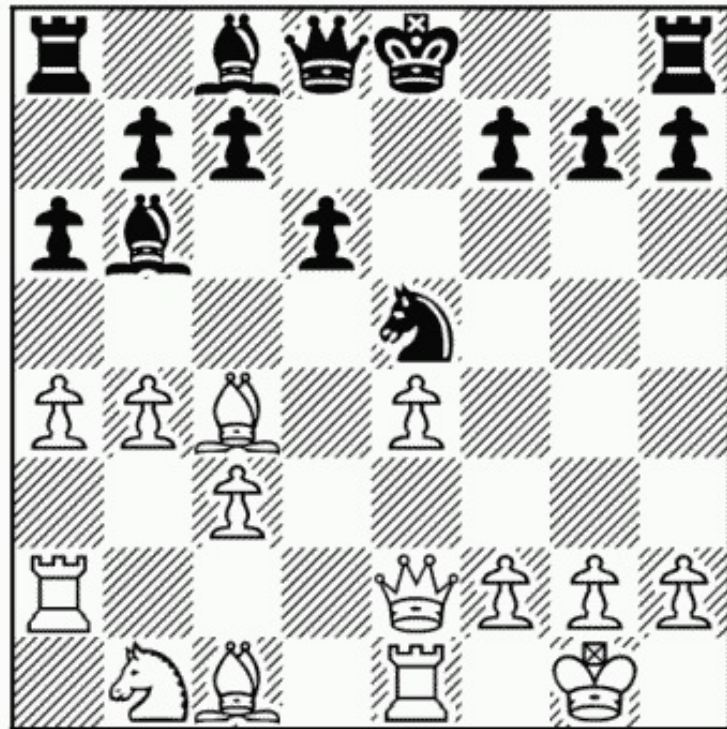
*Black Moves First*

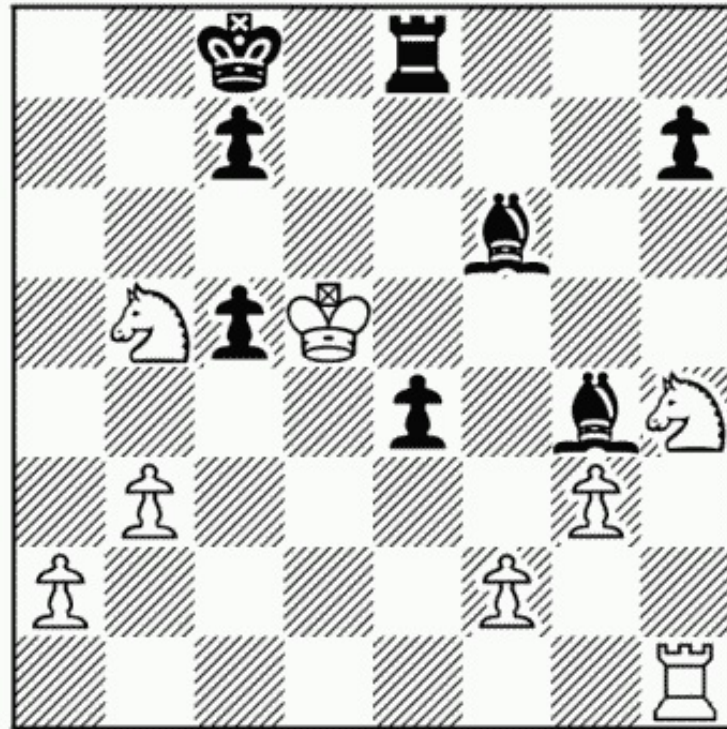
[775](#)

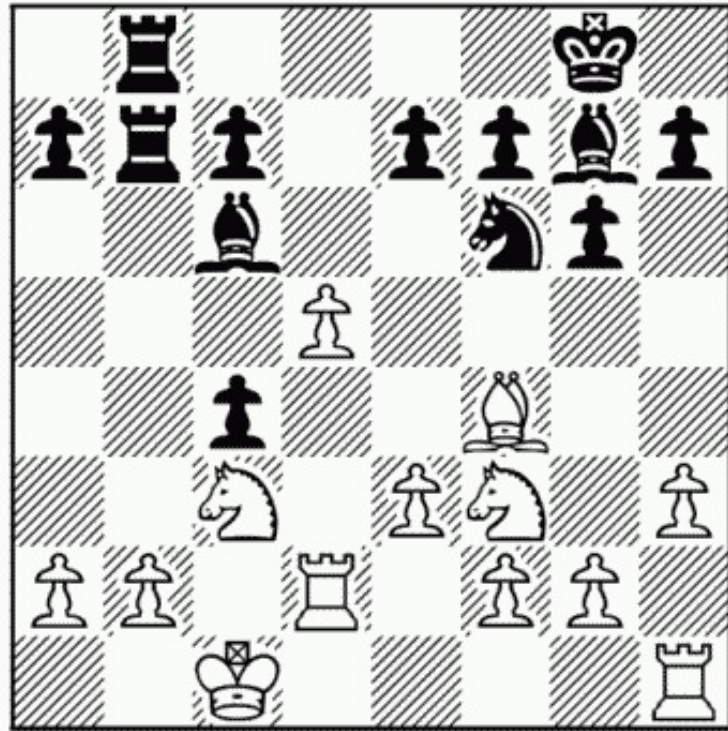




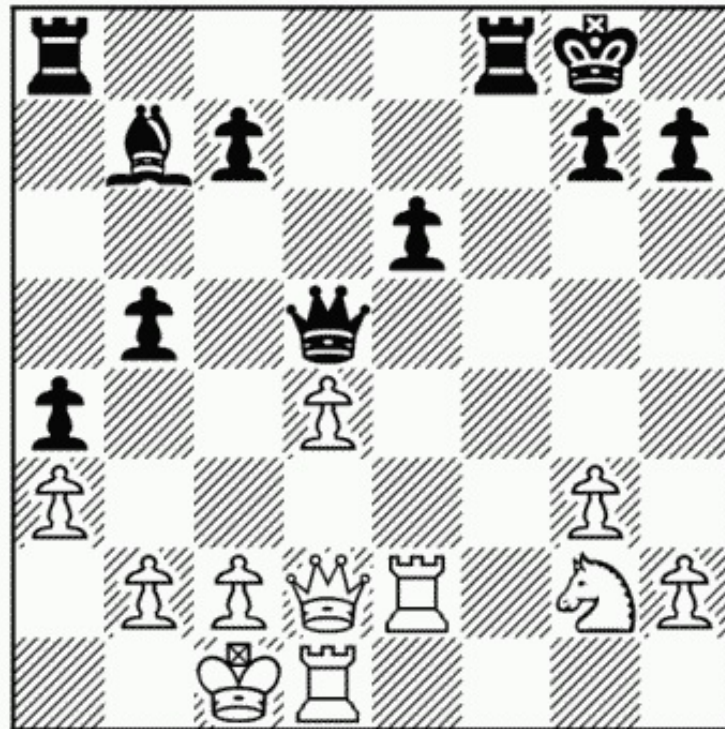








[780](#)



## 15. Surprise Moves

Occasionally we see moves that are so remarkable they do not fit into any systematic classification. Or even if they do, they are so astonishing that their surprise value is the most impressive thing about them. Still other surprise moves are notable because they violate a standard rule!

To consider the last group first, examine [Diagram 787](#). It is well known that a rook is helpless against far-advanced passed pawns, and our first impulse would be to dismiss this position as a perfect case in point. Yet White does not resign; he allows Black to queen, and then sacrifices his rook! Suddenly it turns out that White has a mate in three! Instead of being dismayed at this violation of general principles, we are of course delighted.

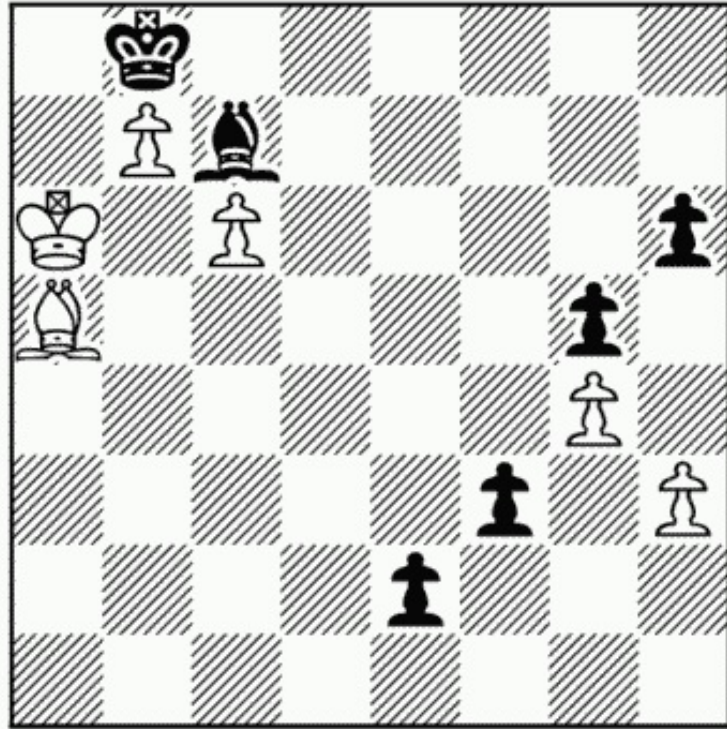
In [Diagram 789](#) we see the value of an alert and imaginative approach to the game. White is threatened with mate, and his first thought is to find a defense. But then comes the inspired Nb6+—attack rather than defense – and Black can resign.

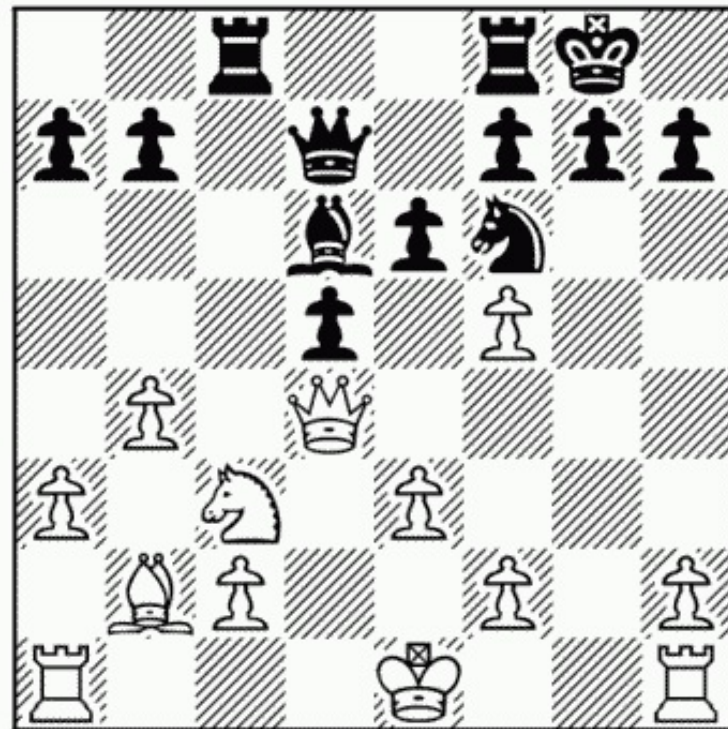
Perhaps the most surprising of surprise moves are those which come in the ending. Here the position has been so simplified that the scope for surprise seems altogether too thin. And yet masters can think up such pleasantries as the opening move in [Diagram 810](#) which leaves Black a rook down— with a won game! And the moral? A surprise move may be possible in *any* position.



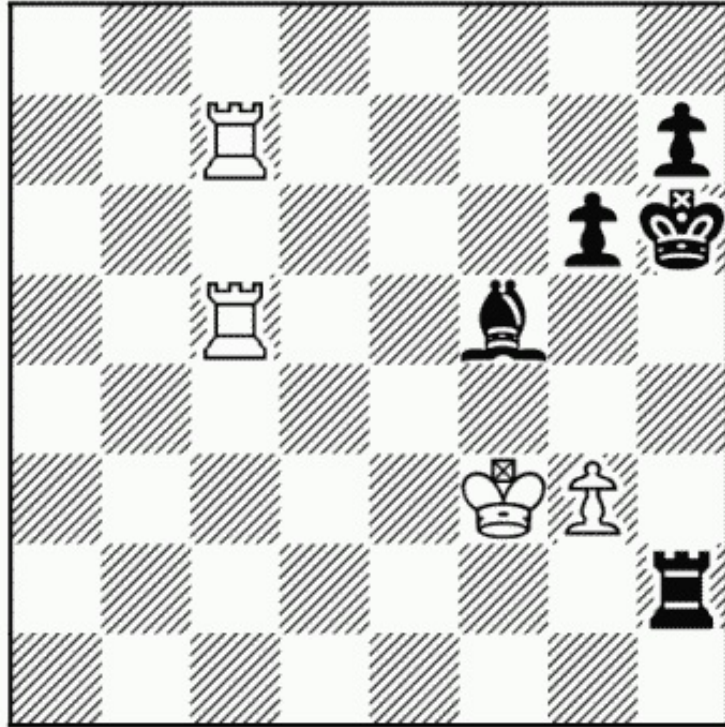
*White Moves First*

781

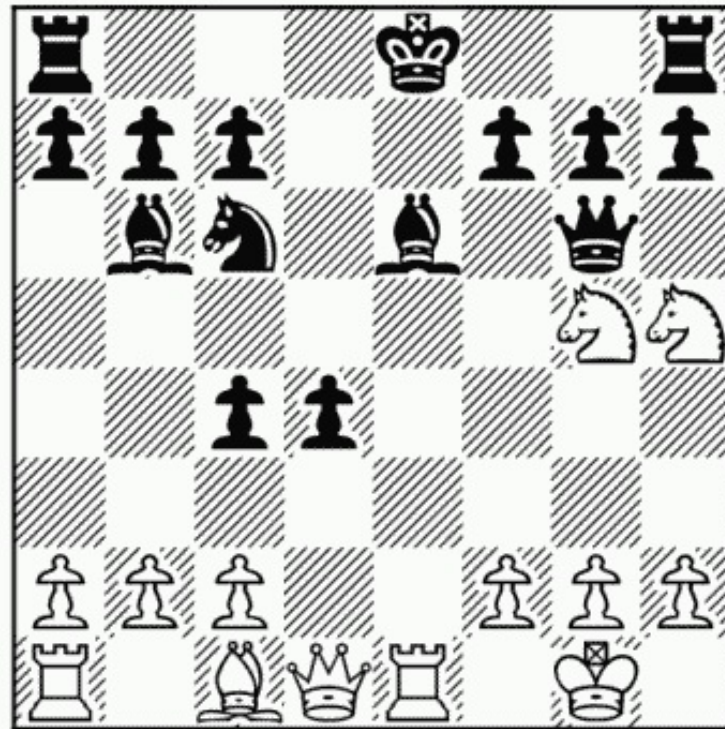




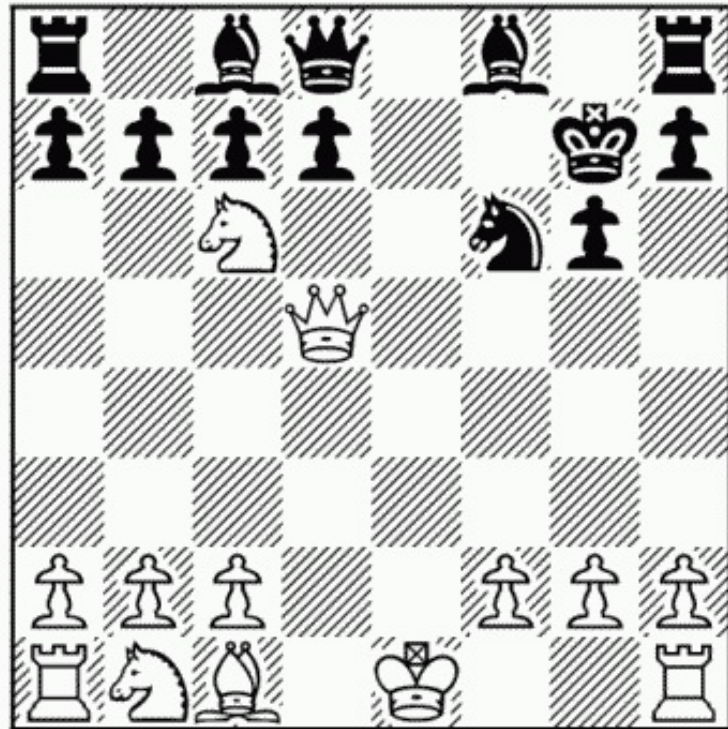
[783](#)



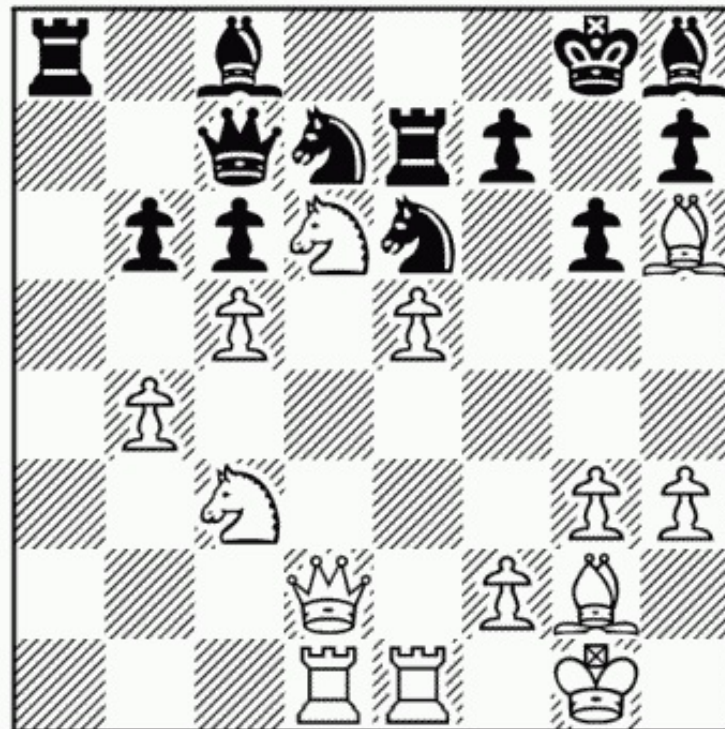
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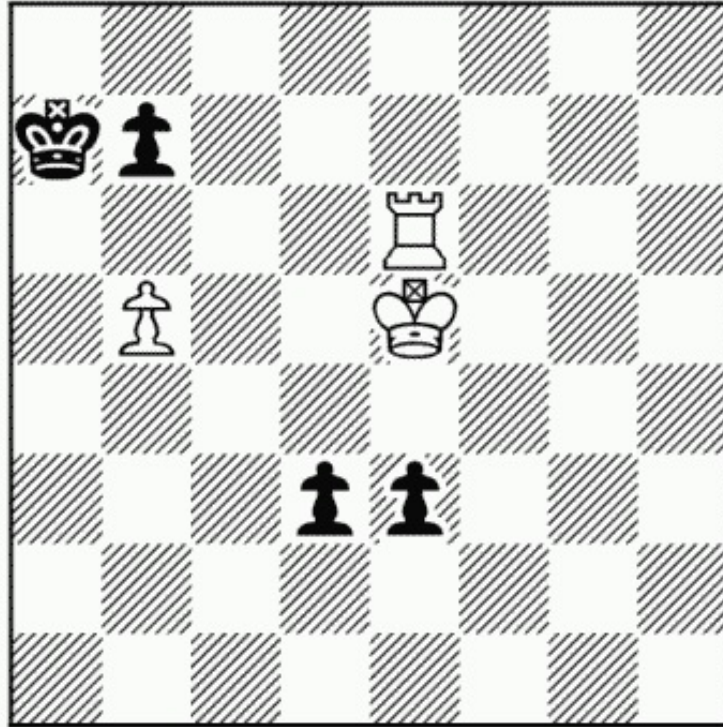
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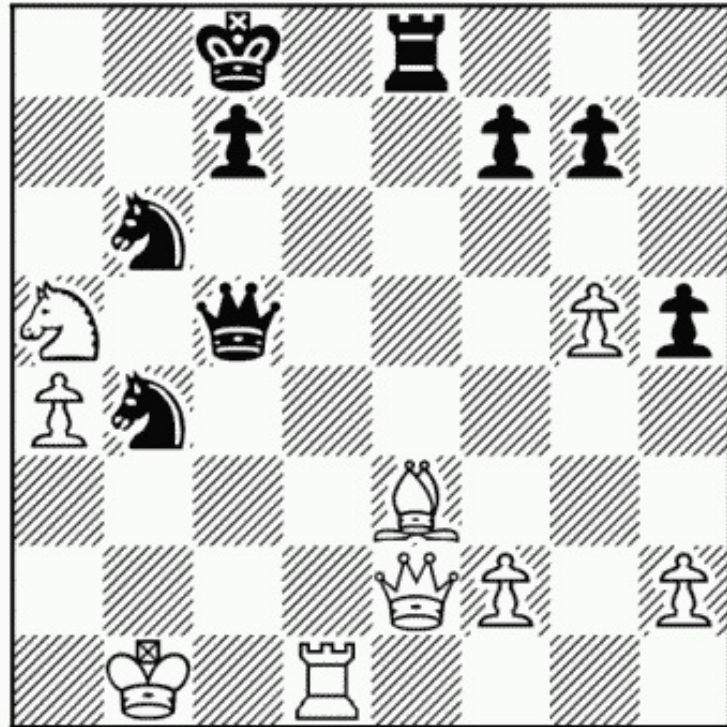


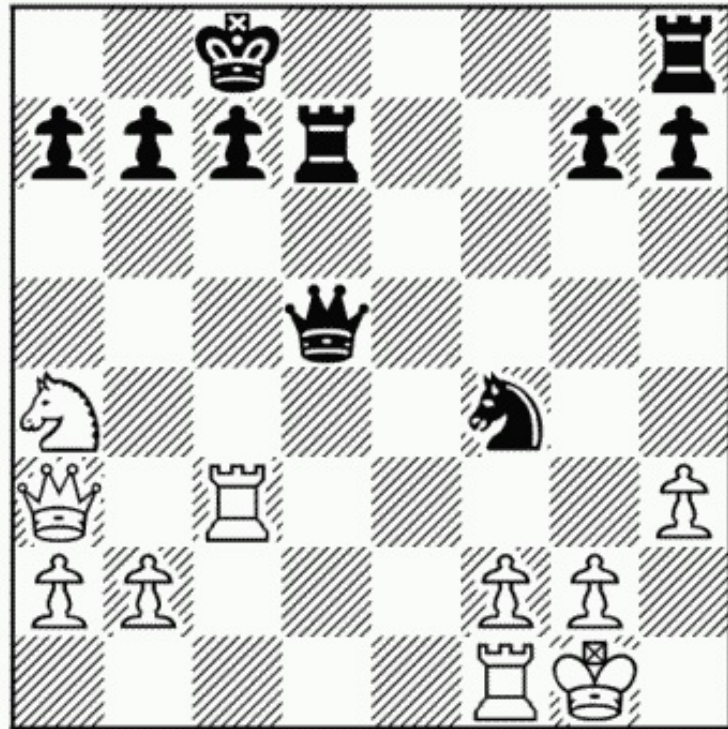


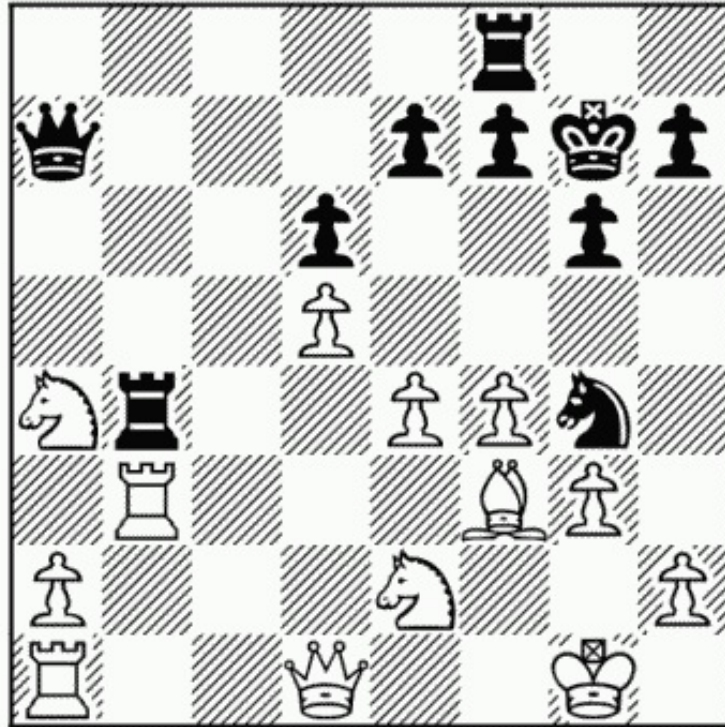
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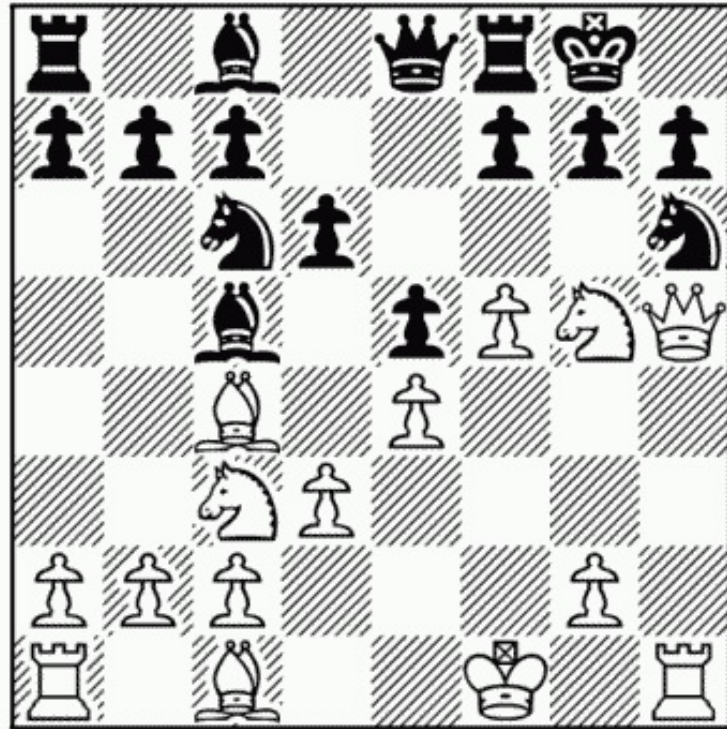
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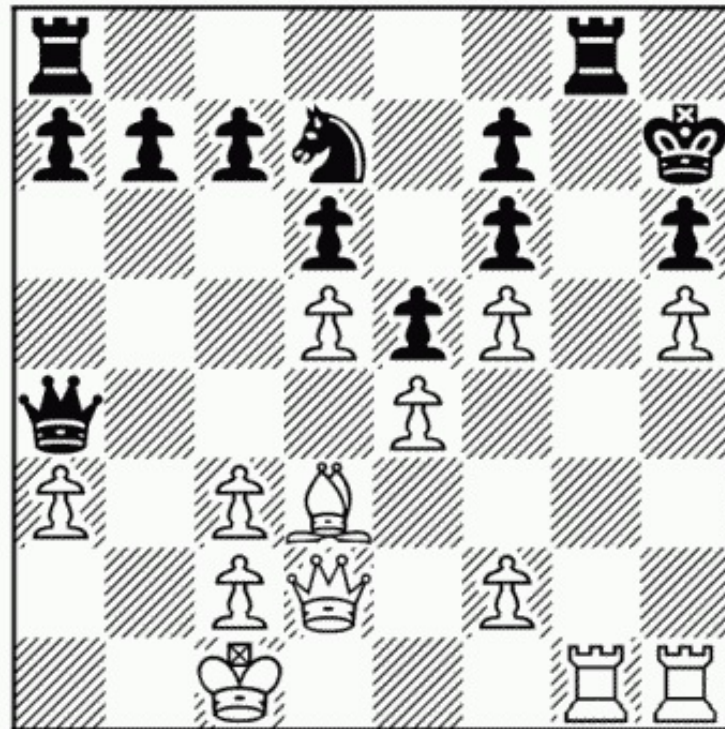


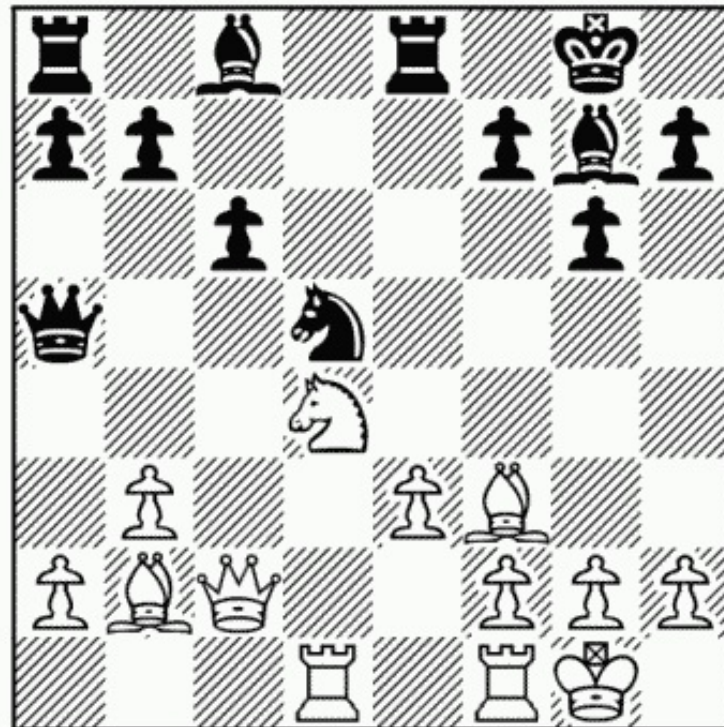


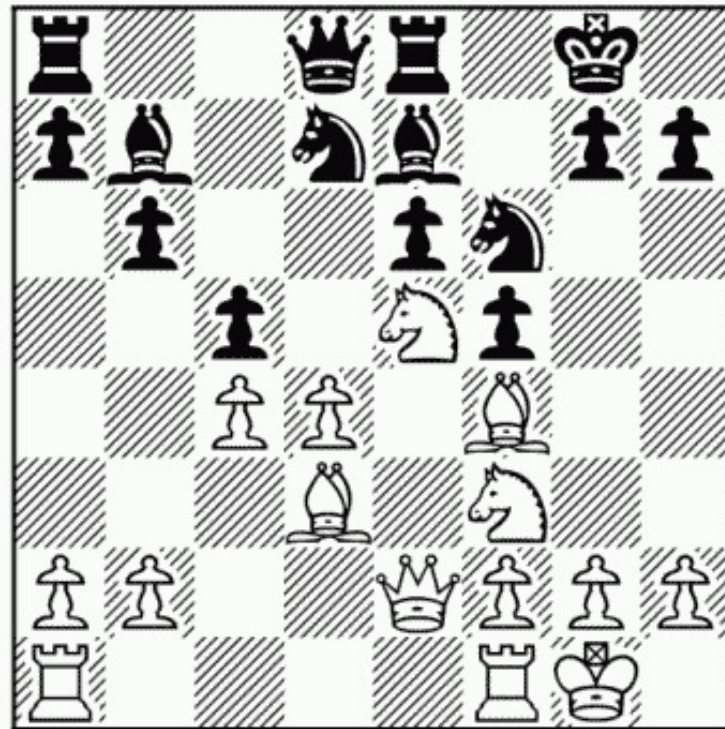


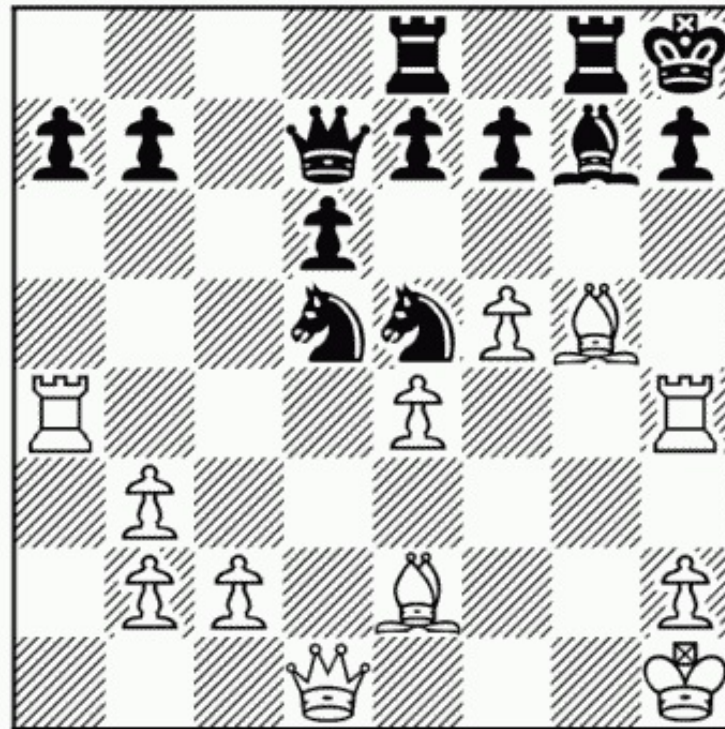




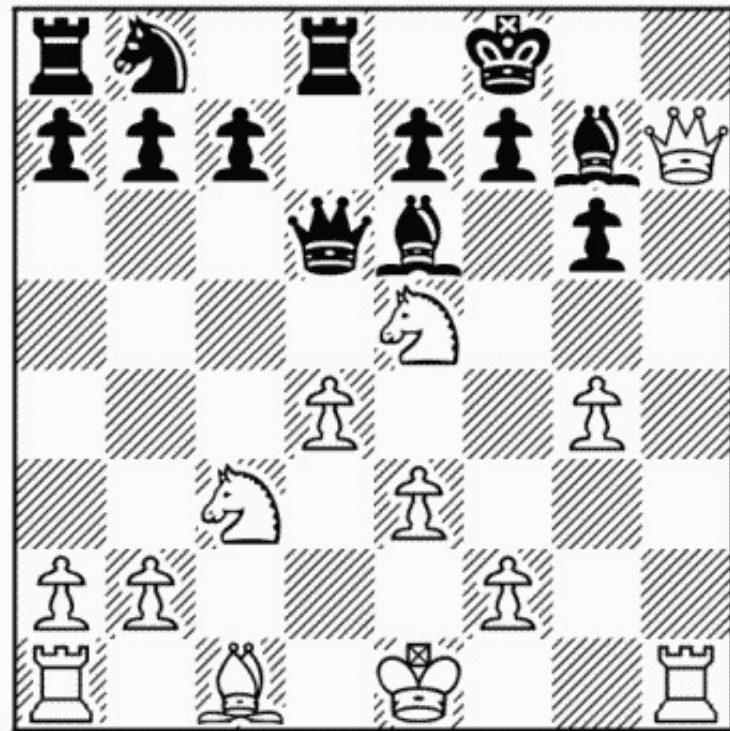


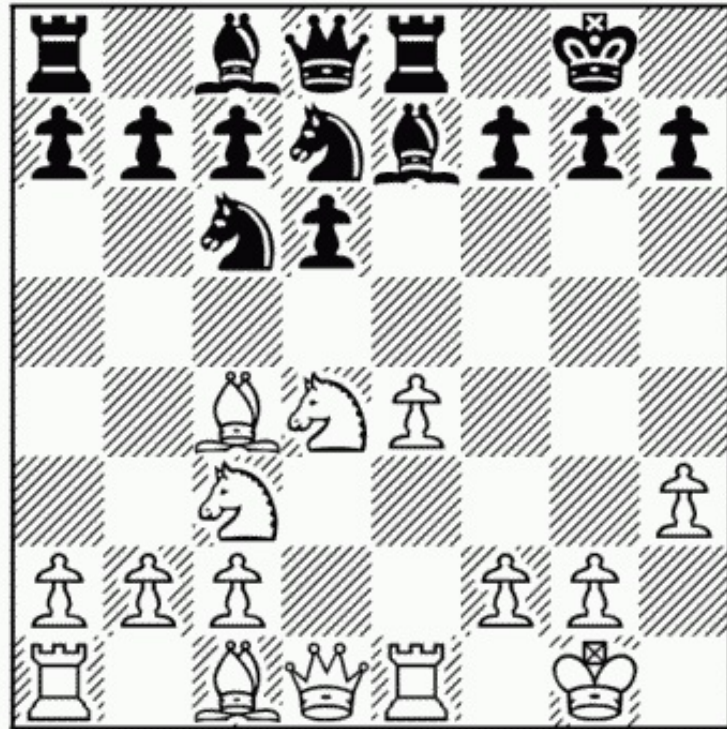


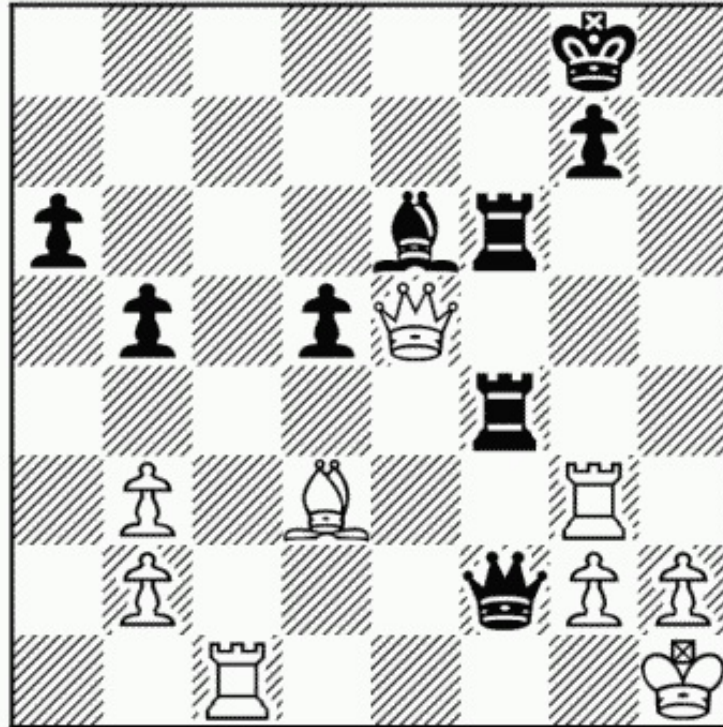




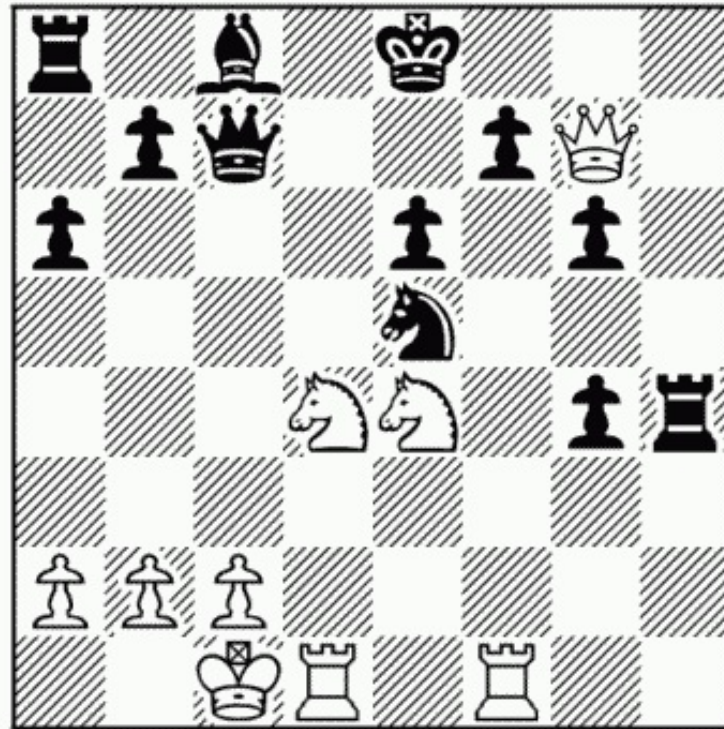




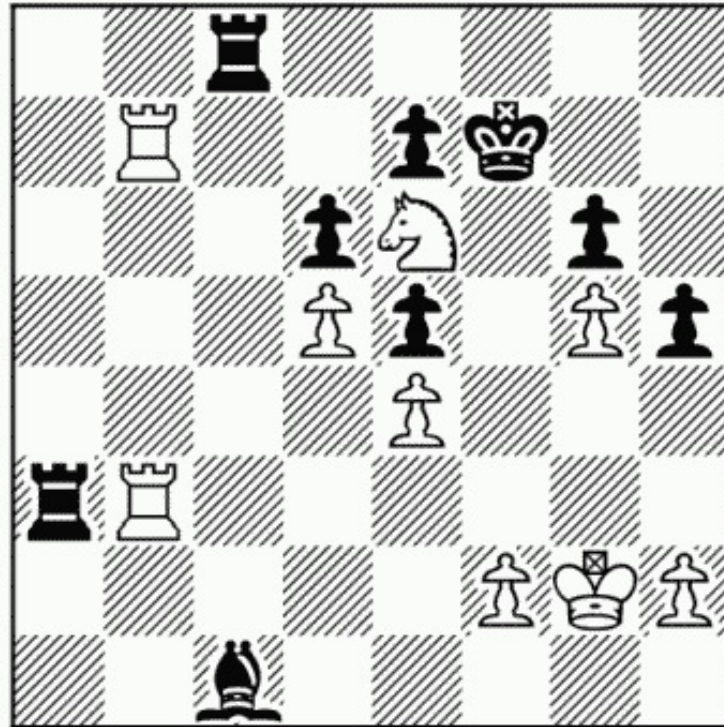




[799](#)

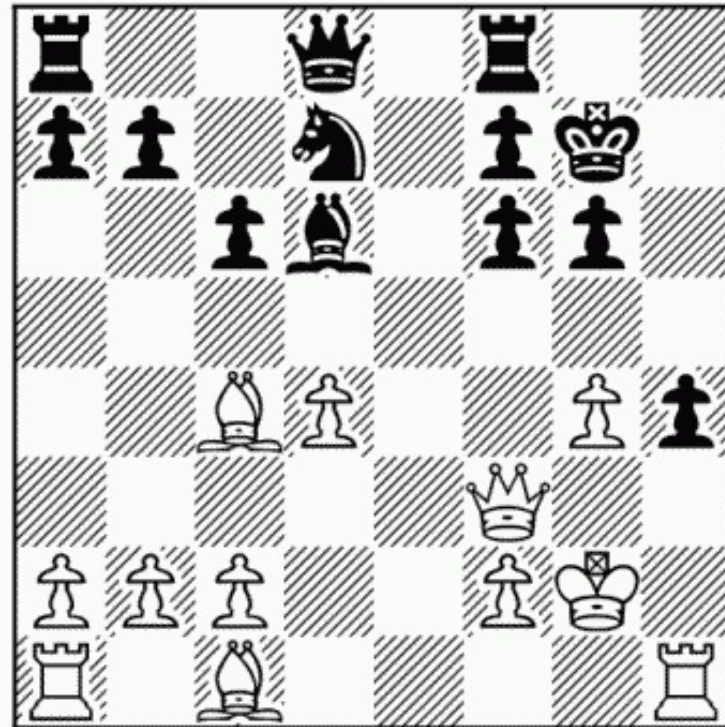


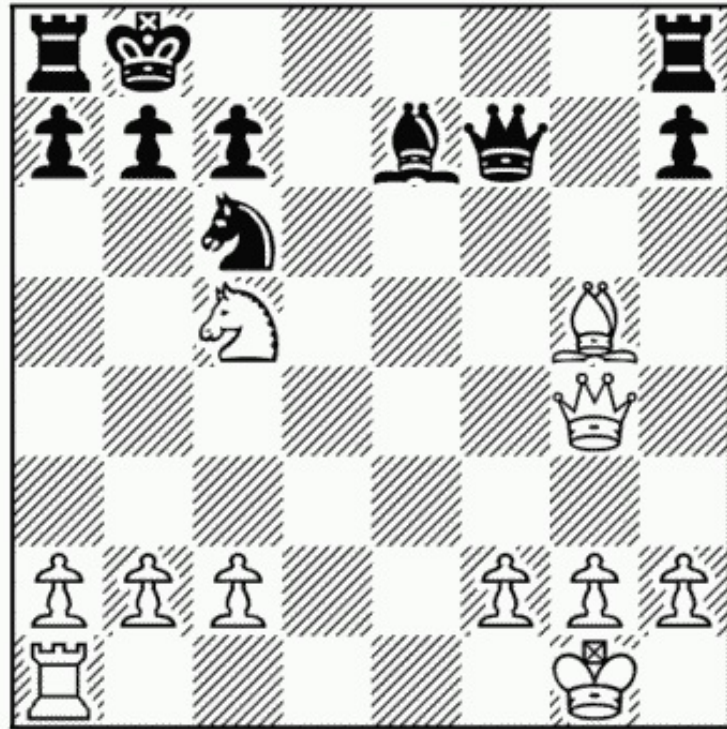
[800](#)



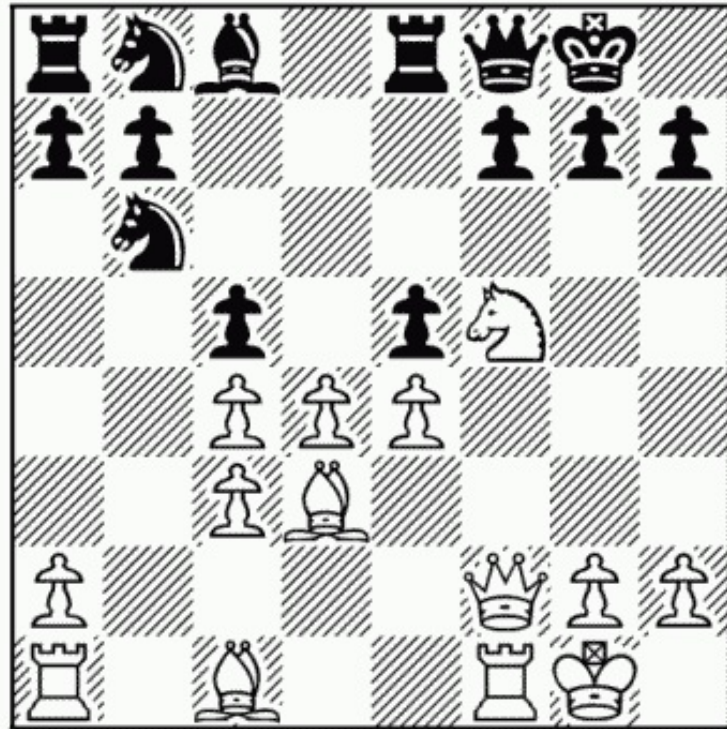


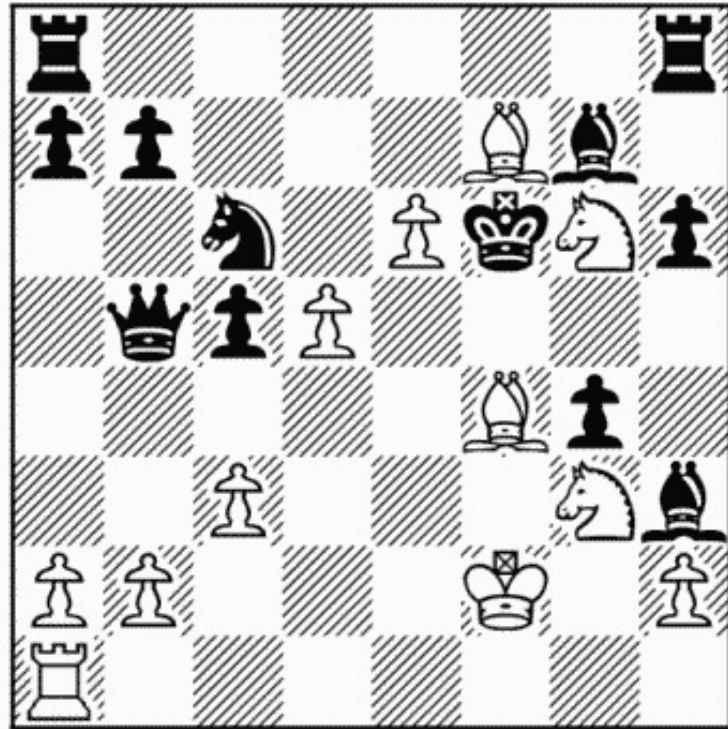
[801](#)





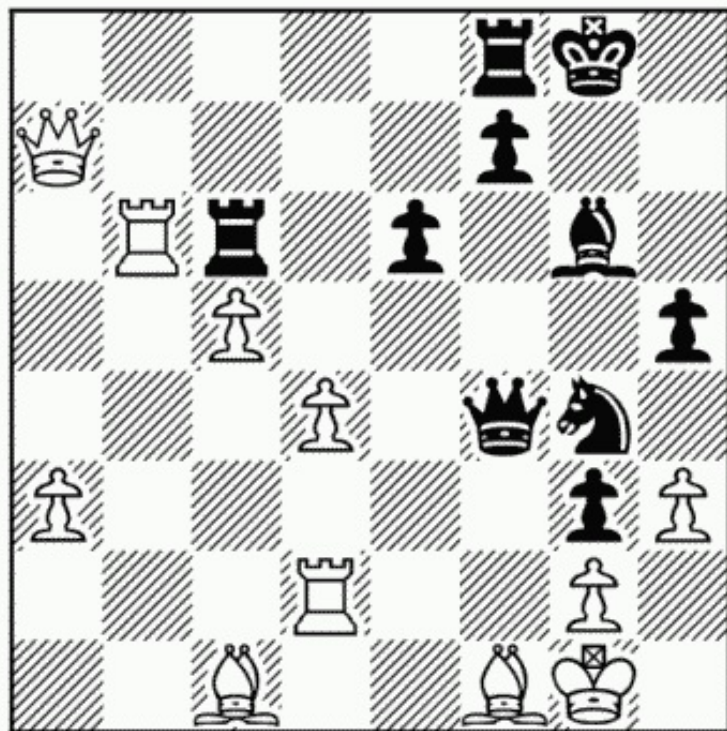
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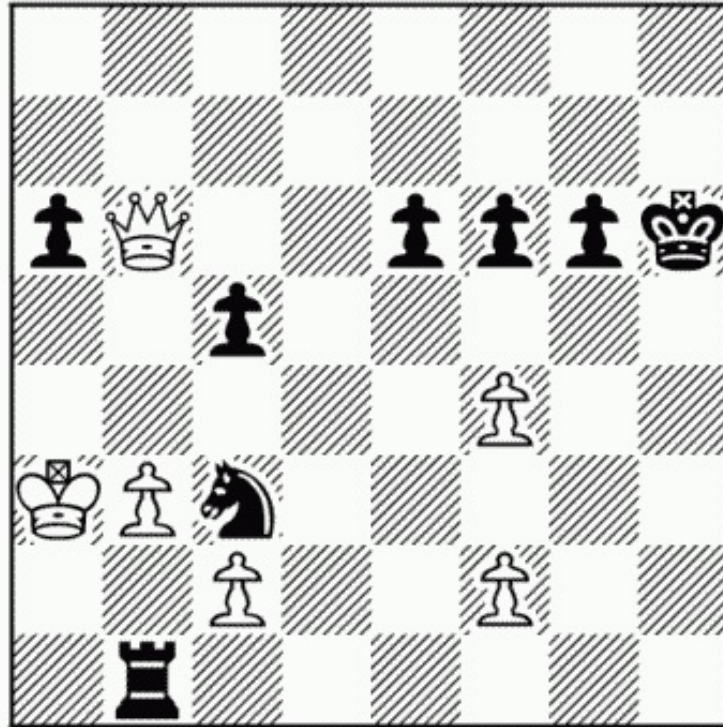


*Black Moves First*

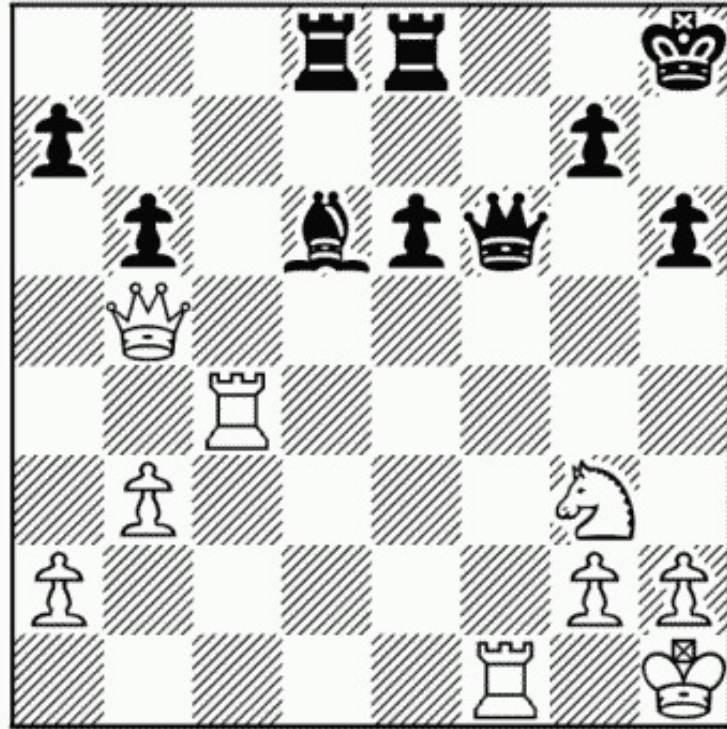
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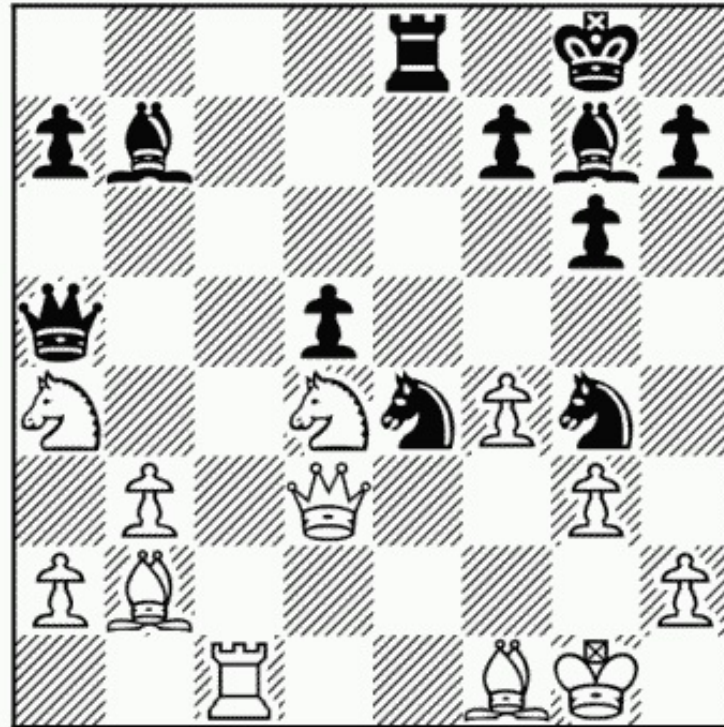


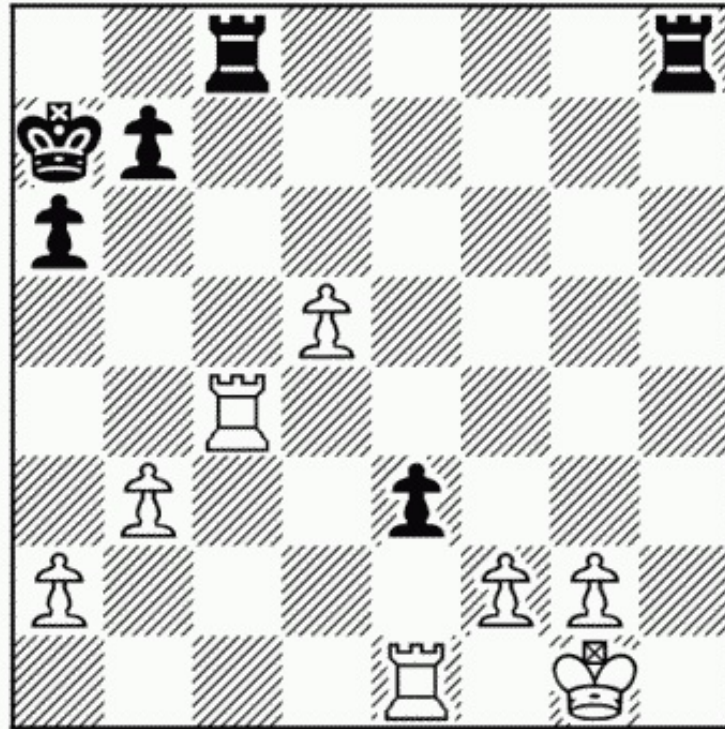


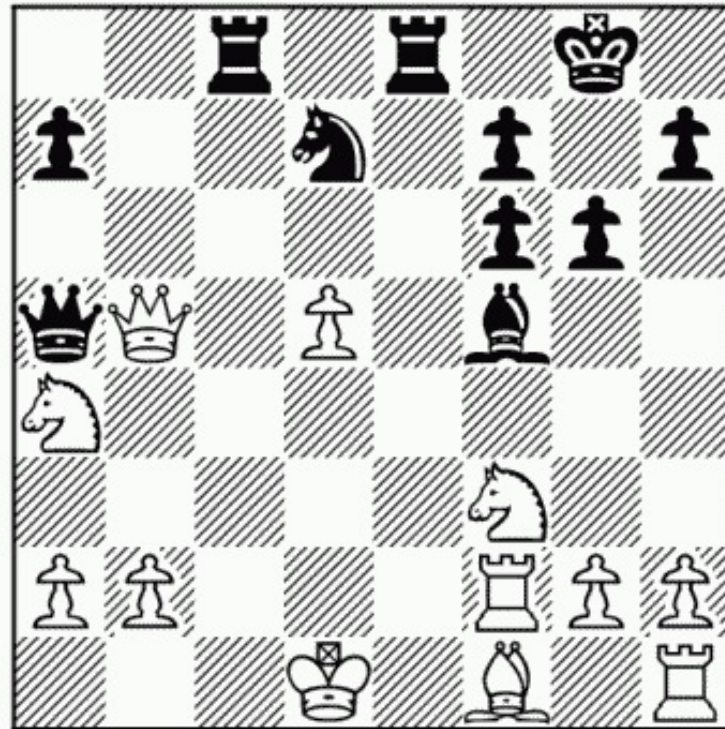


[807](#)

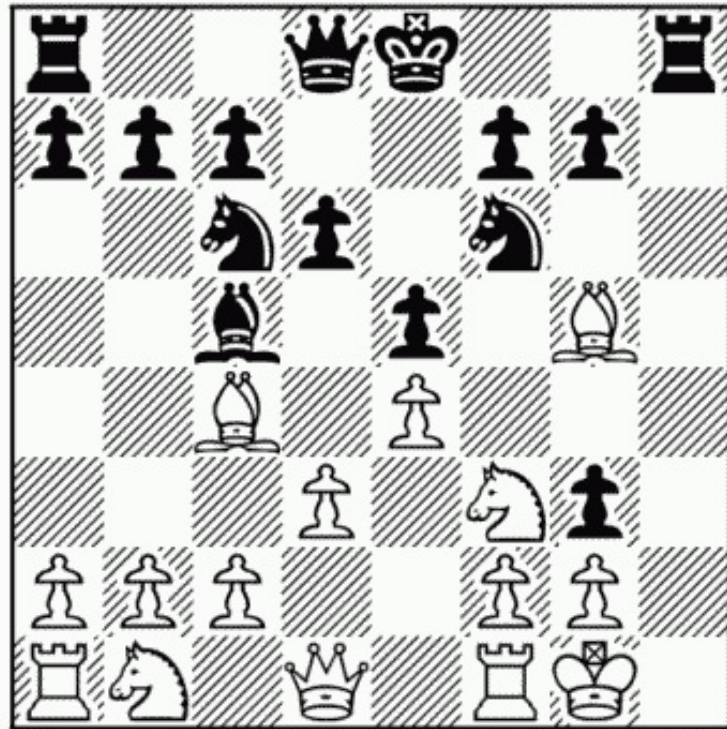


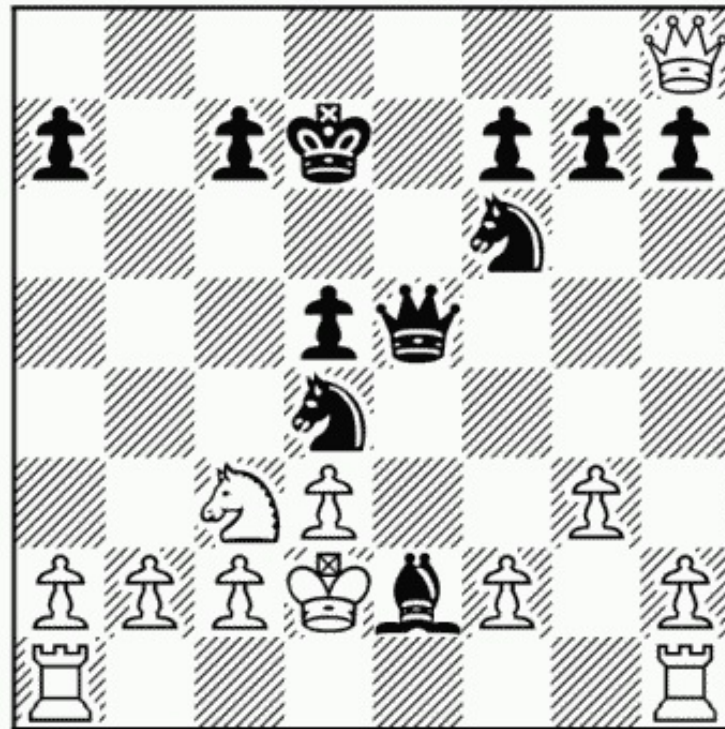




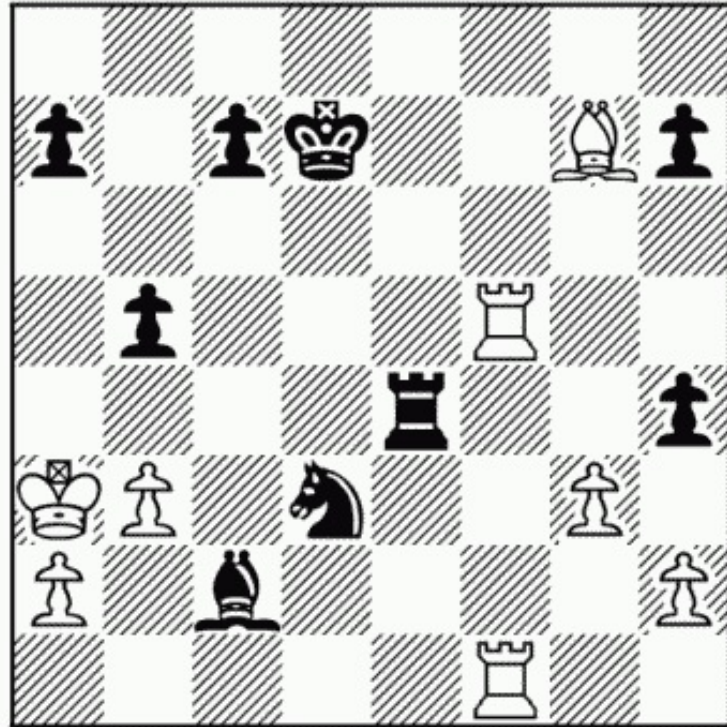


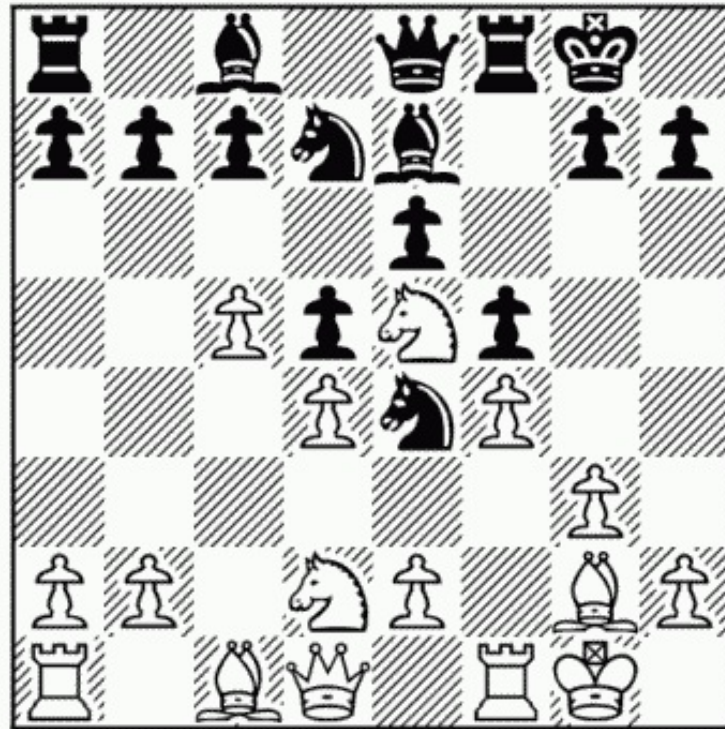


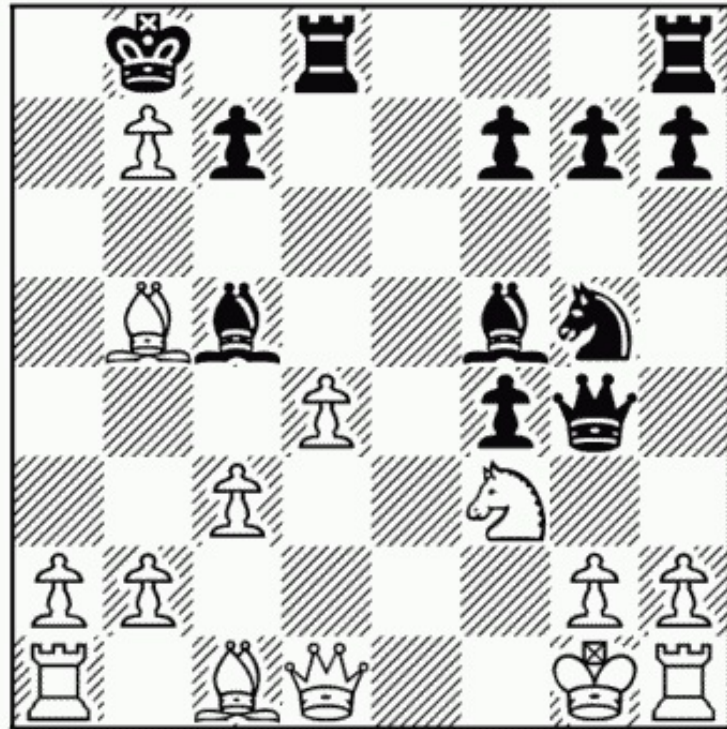




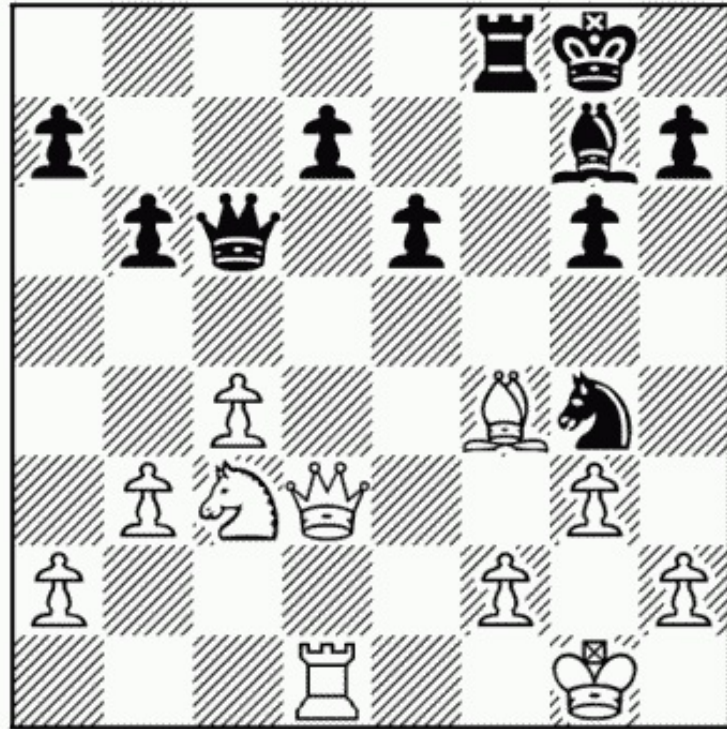
[813](#)











## 16. Defensive Combinations

This may seem a surprising subject for a book on tactical motifs. But defense is not merely passive, and in fact the best defense is never merely passive. Resourceful defense often calls for a thorough mastery of tactics. Without such mastery many a desperate position would utterly collapse.

In [Diagram 824](#) for example, White, who is just about to lose his queen, seems on the point of resigning. Yet he evolves a neat plan for winning Black's queen in return. And in the last analysis this plan depends on a knight fork.

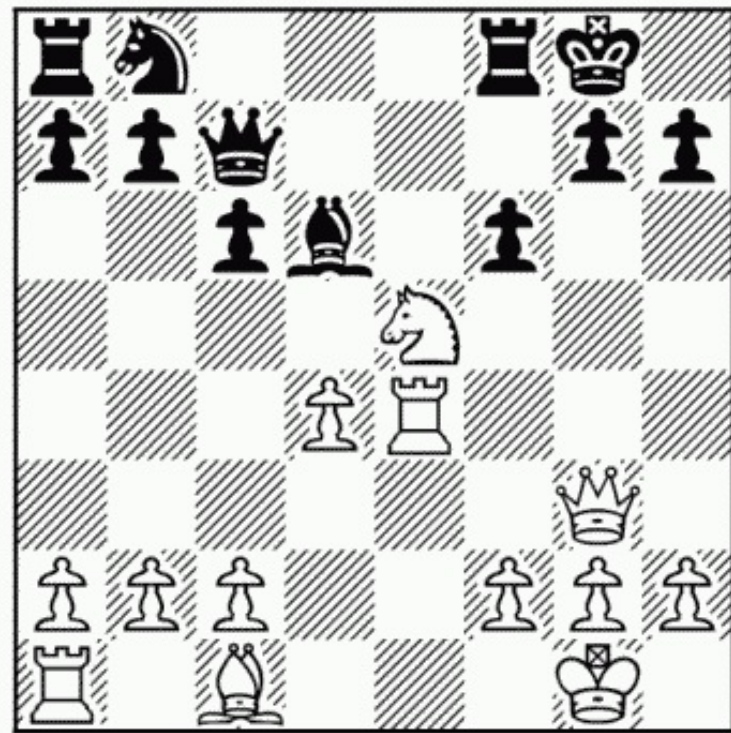
No less ingenious is White's procedure in [Diagram 827](#). Menaced with a mating attack, he gives up his queen and soon demonstrates that it is Black's king, and not his own, that is fatally menaced.

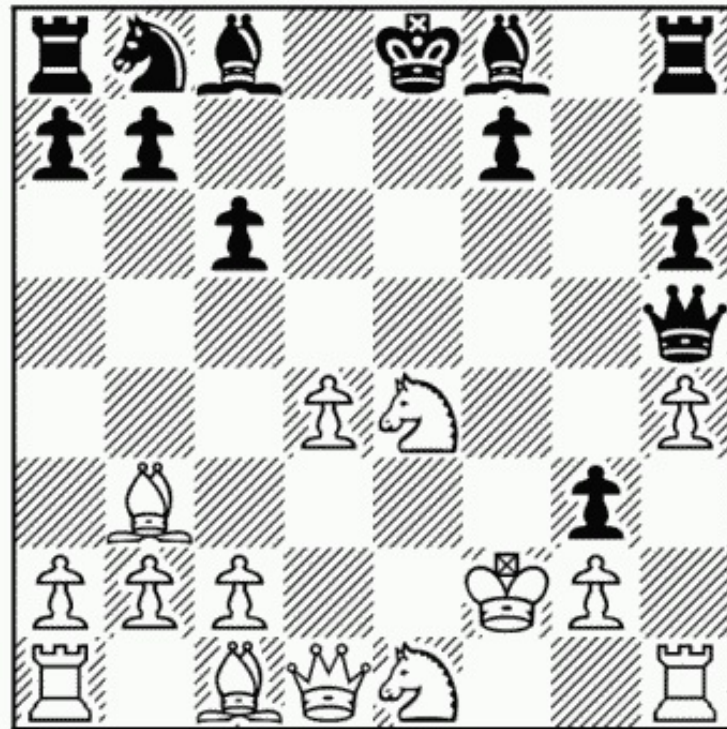
In [Diagram 830](#) too, White is threatened with mate. Yet he fights his way out in such an ingenious manner that it is Black who gets mated.

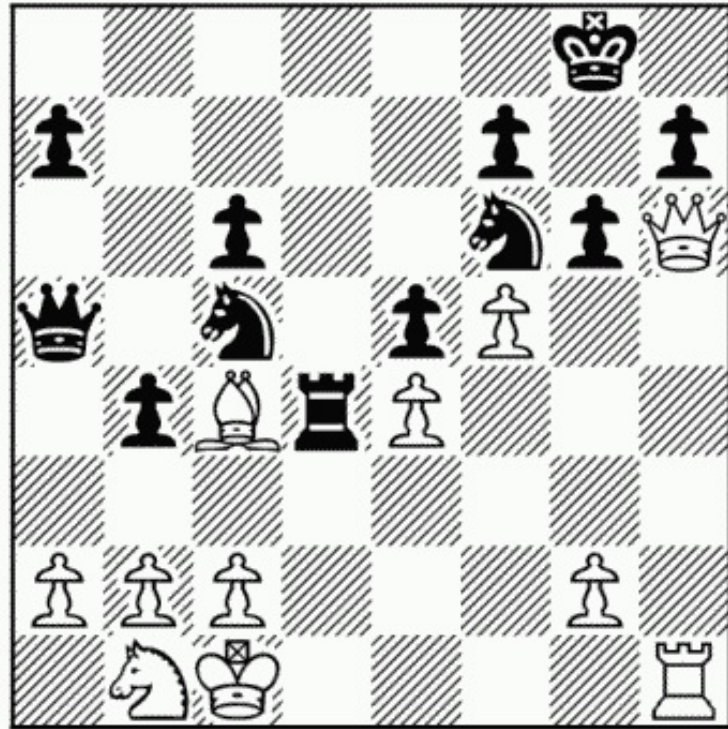
Such examples show us the power of active, ingenious defense—really counterattack. It has been well said that counterattack is the best defense.

*White Moves First*

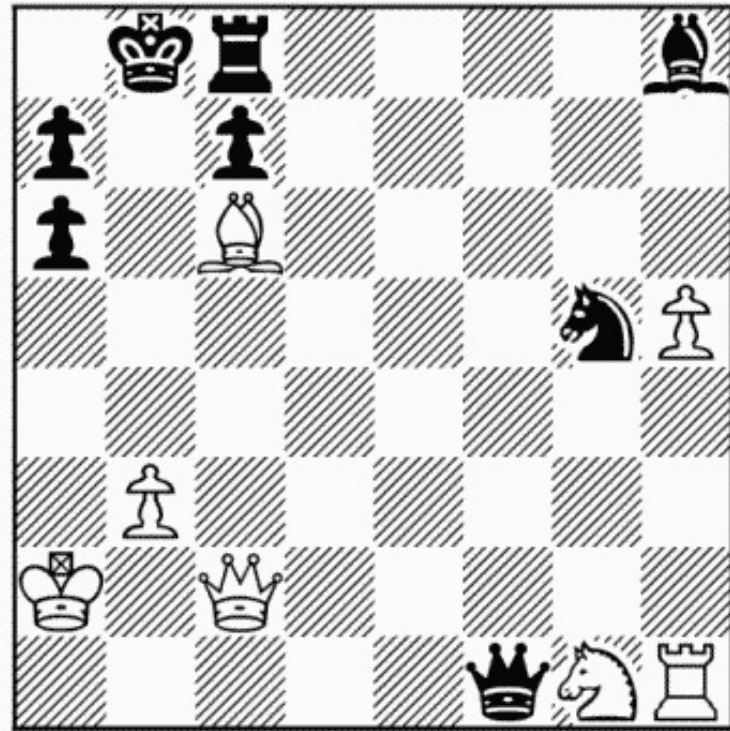
[817](#)

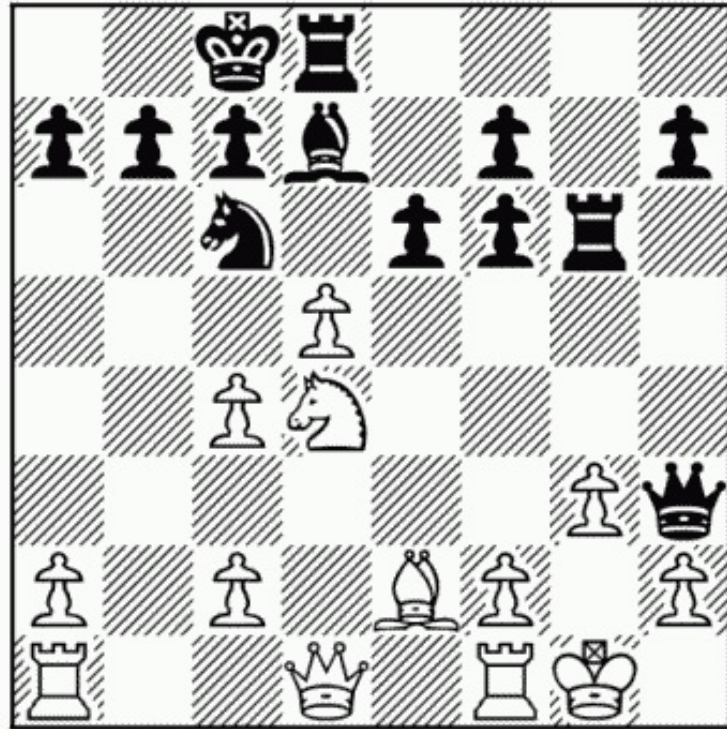




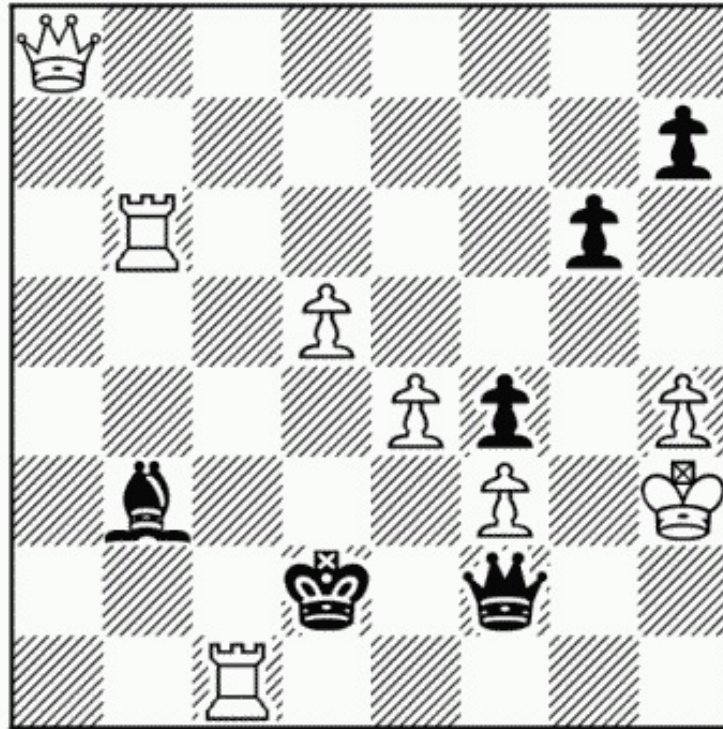


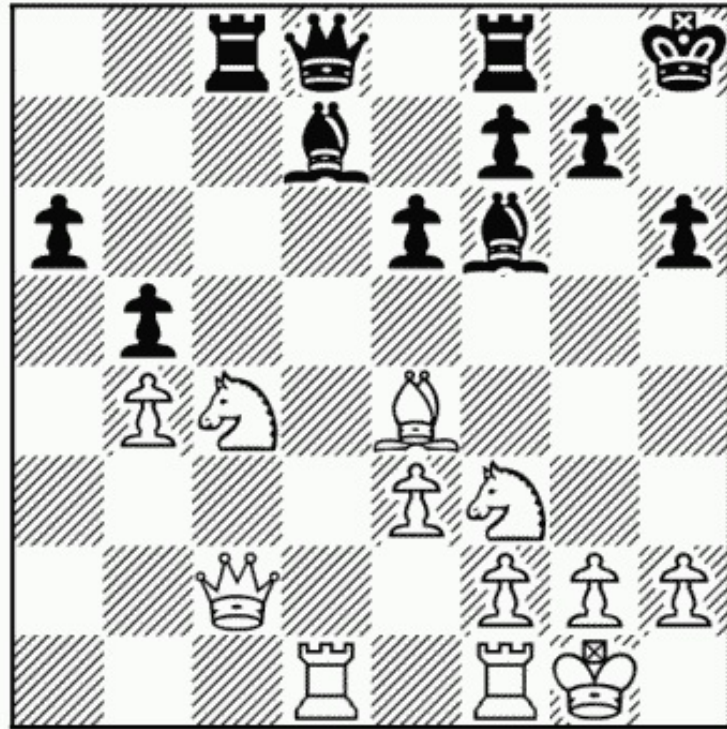


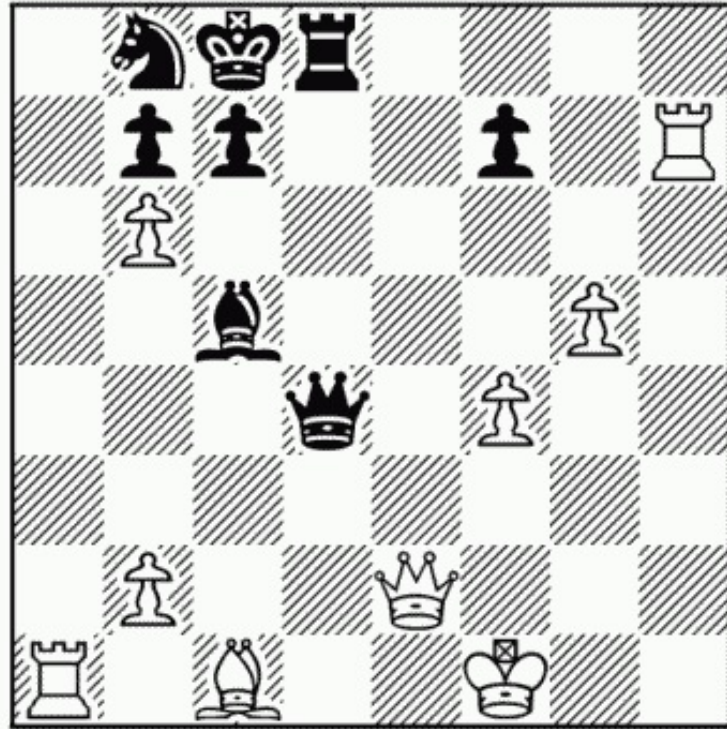




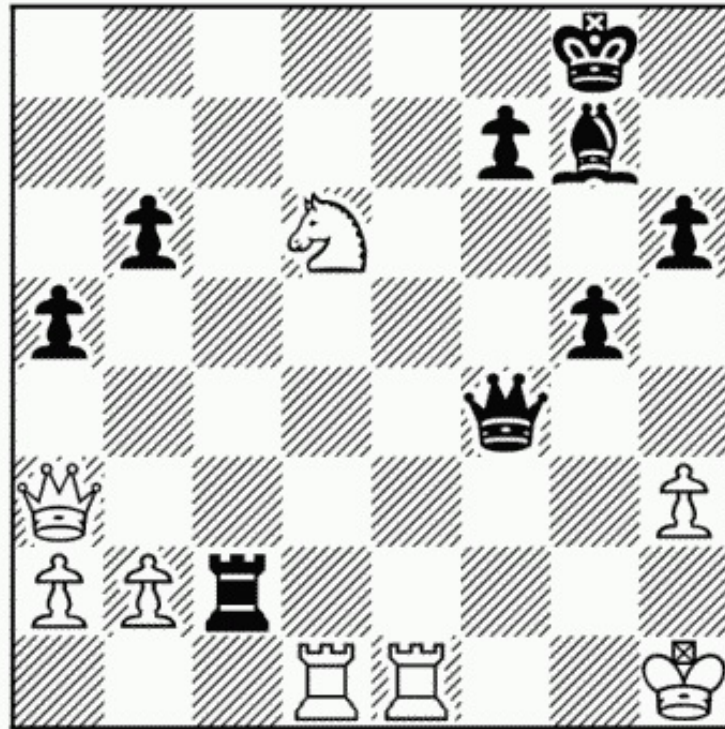
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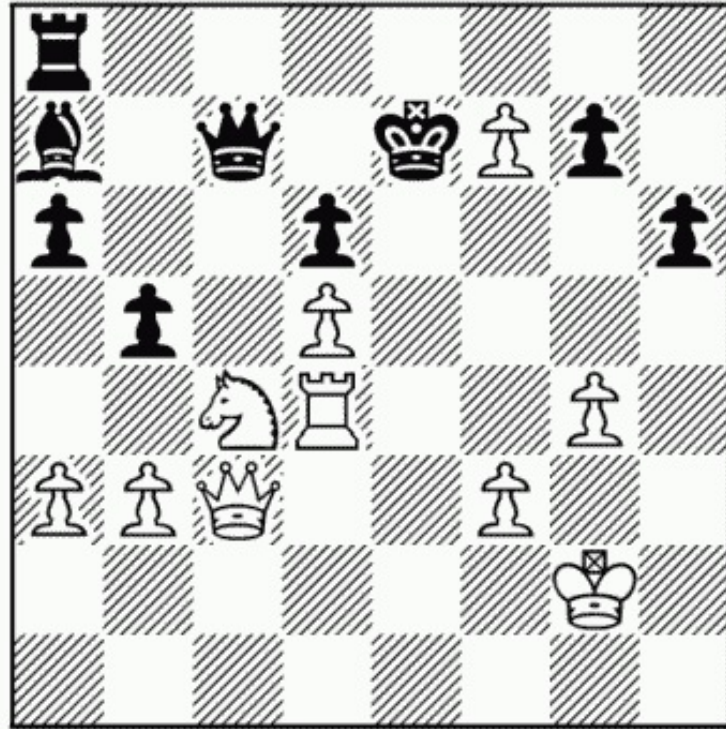


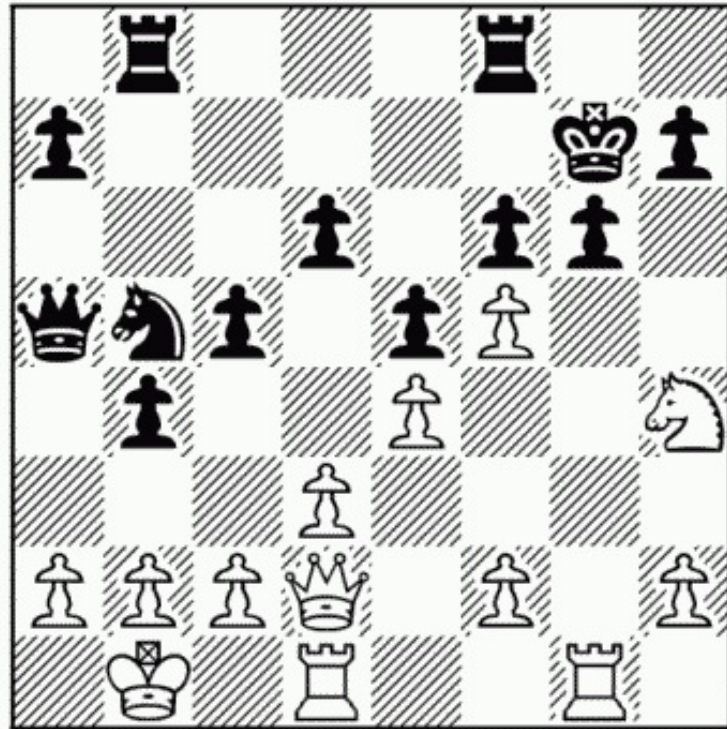


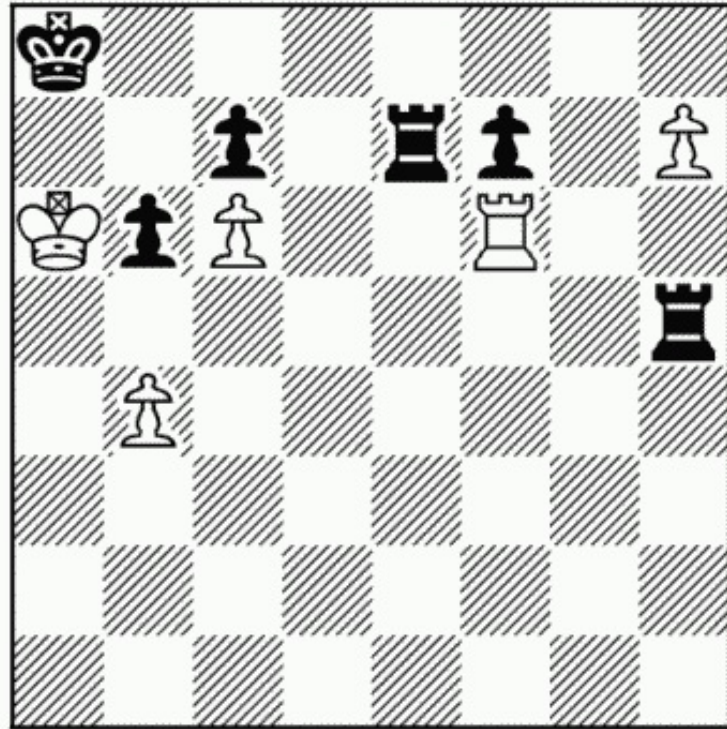


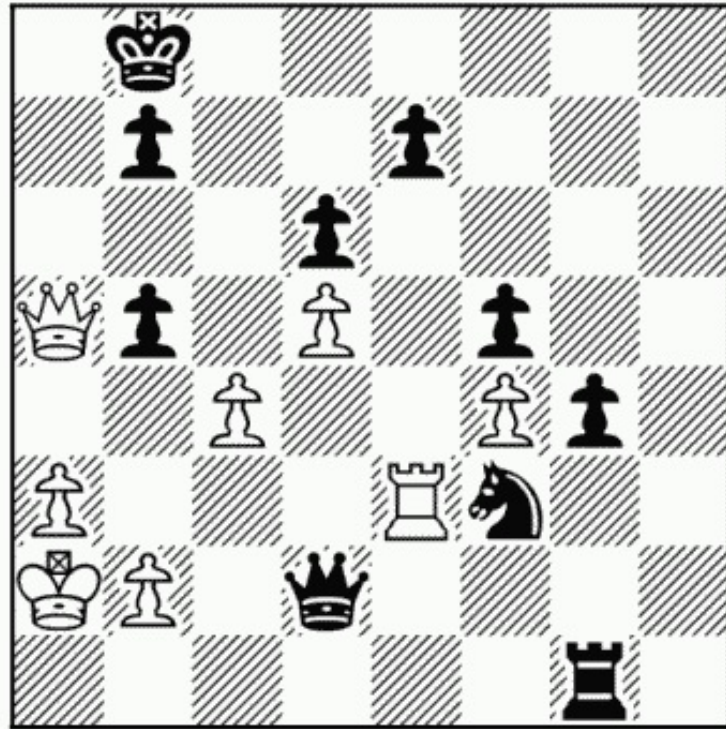






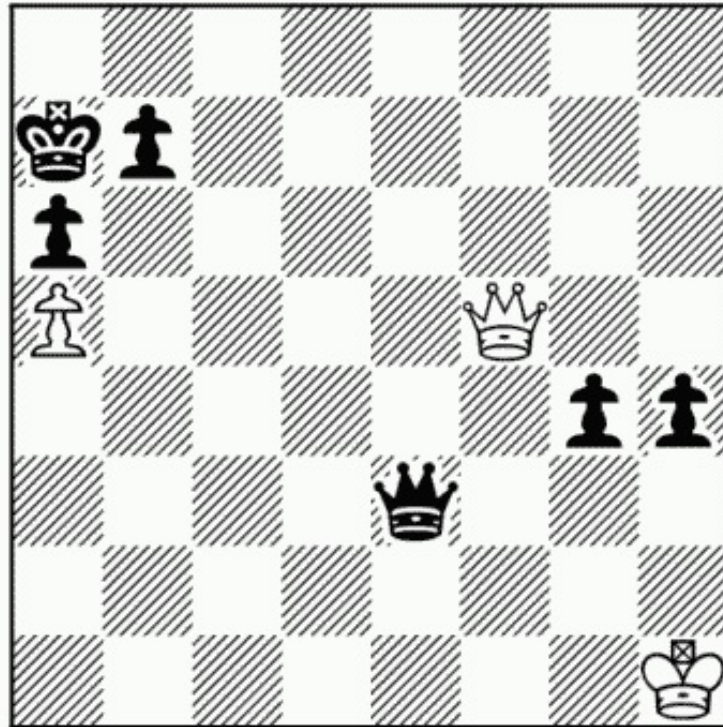


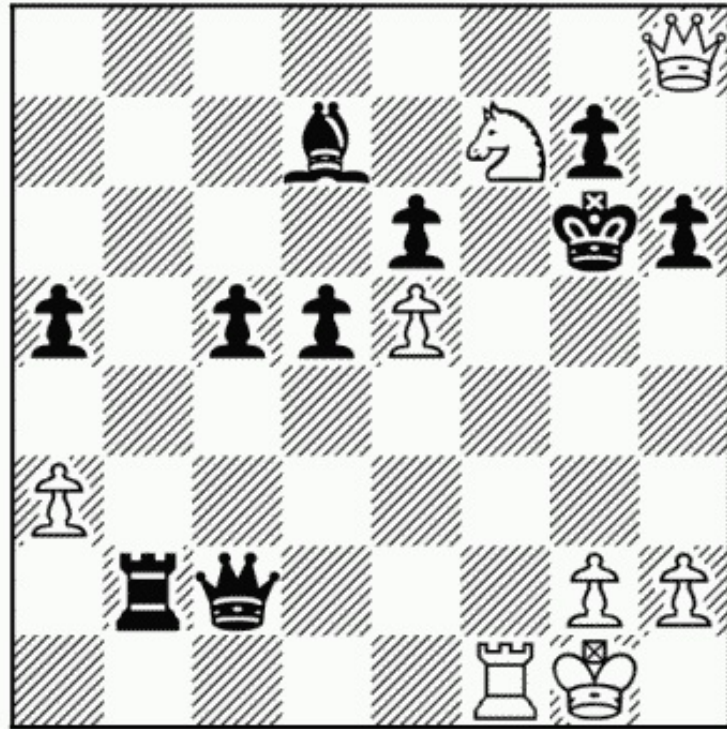


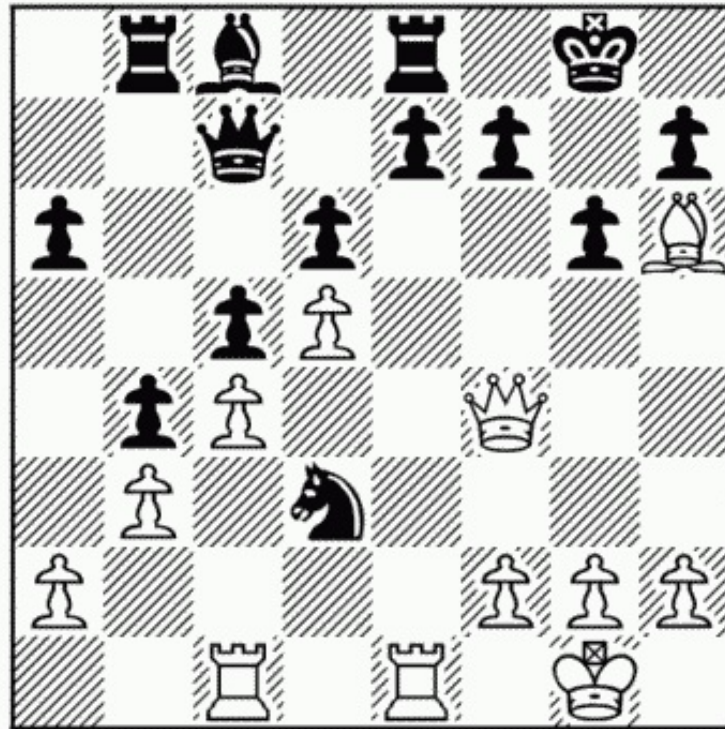


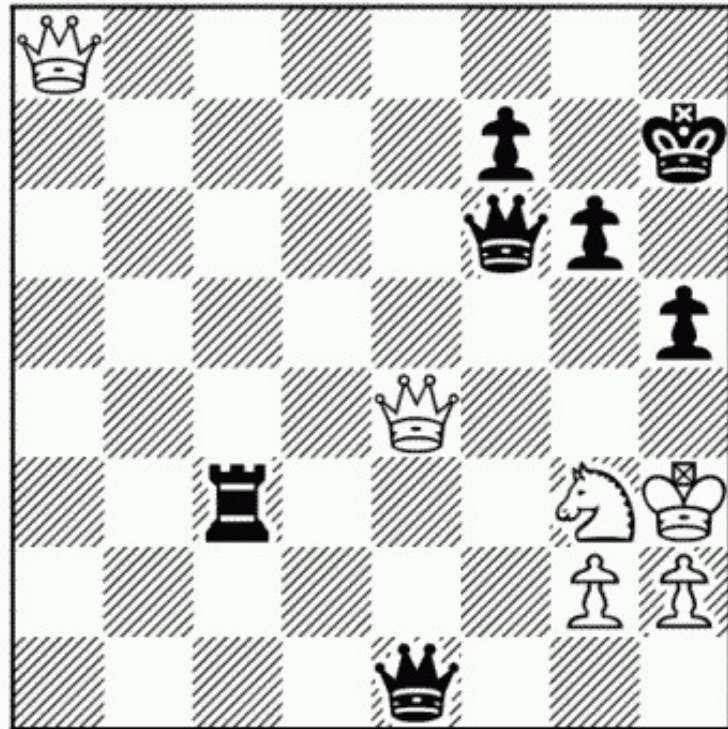


[830](#)

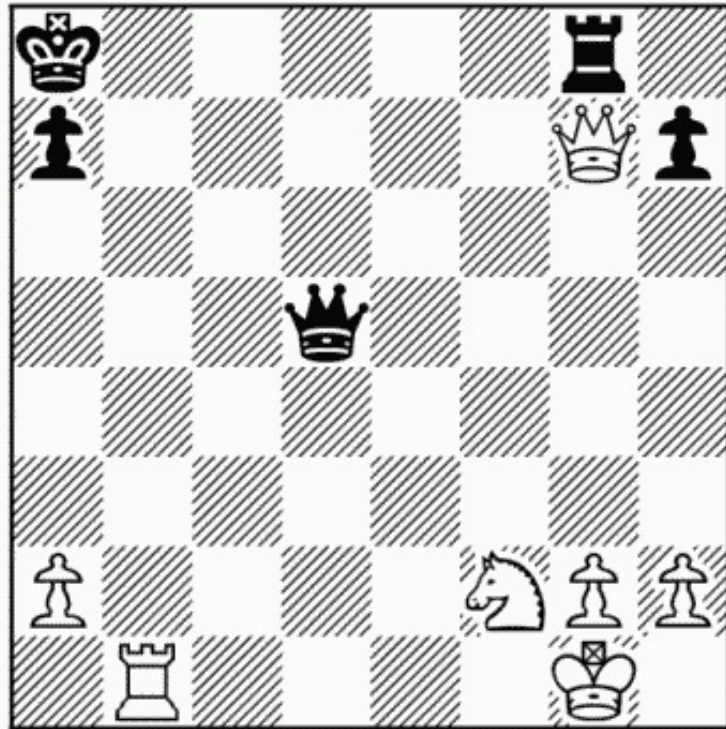








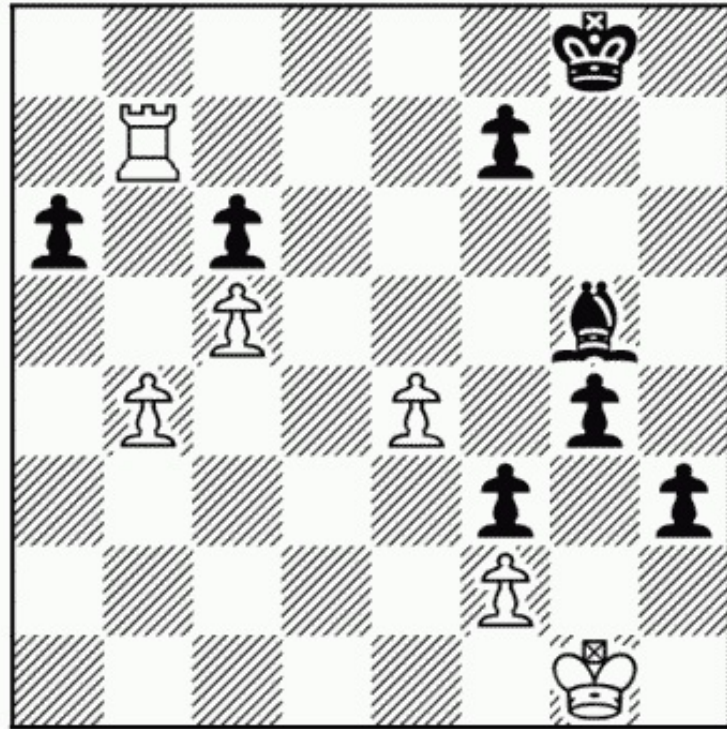
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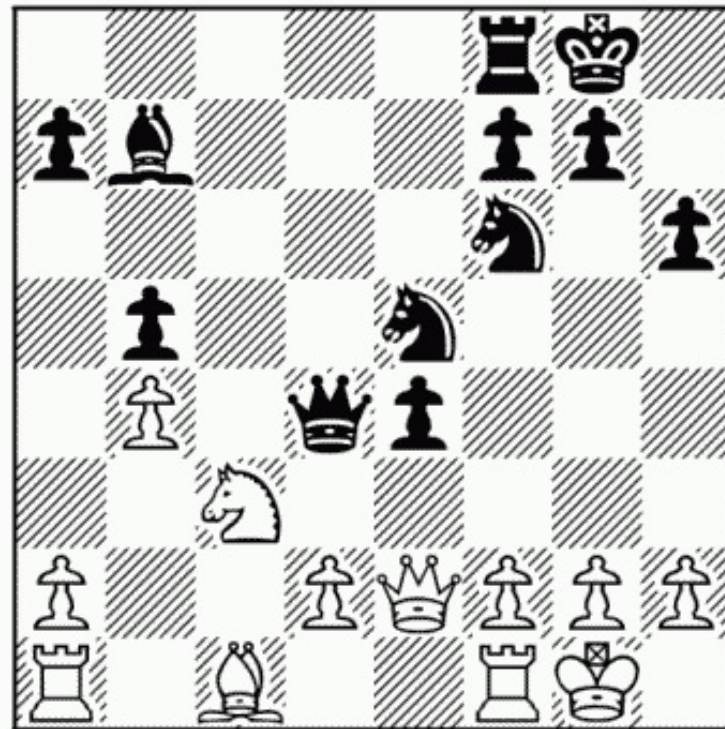




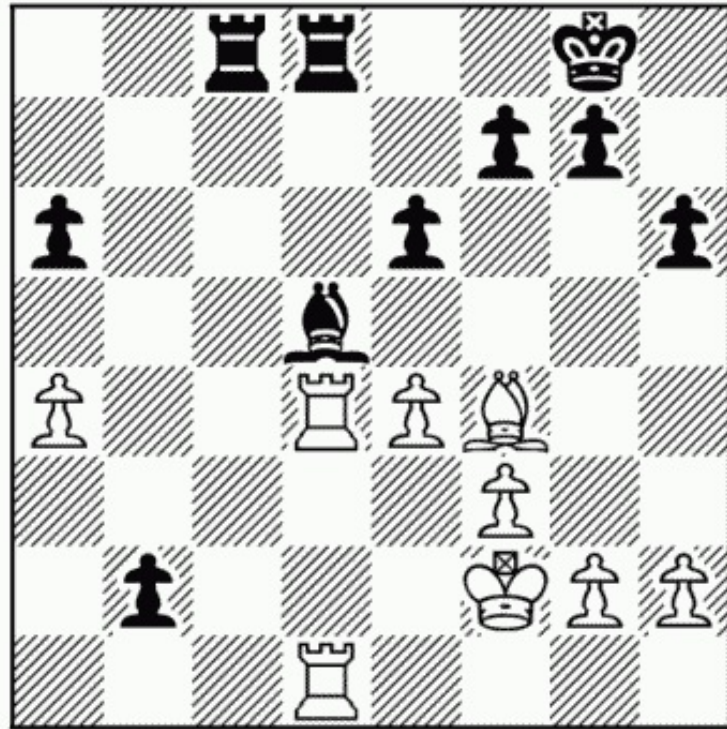
*Black Moves First*

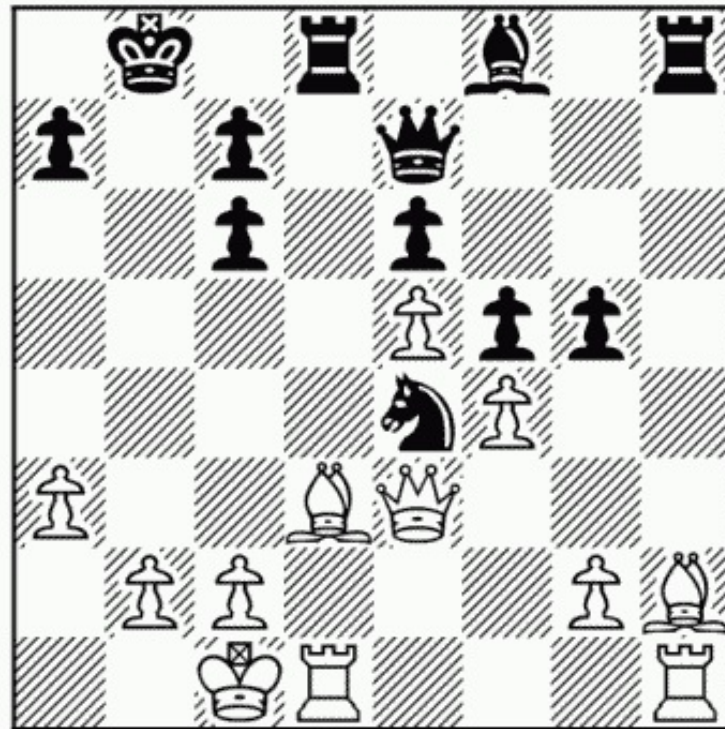
[835](#)

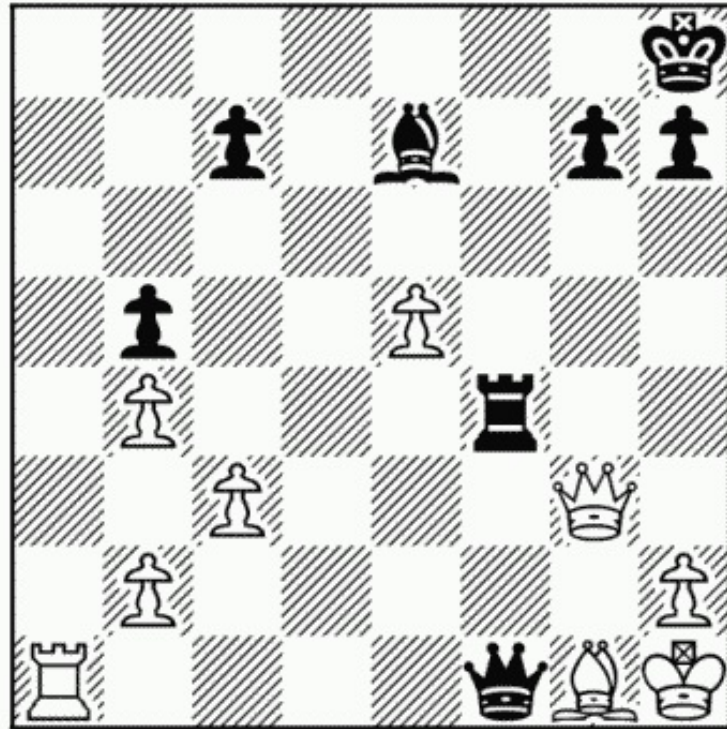




[837](#)

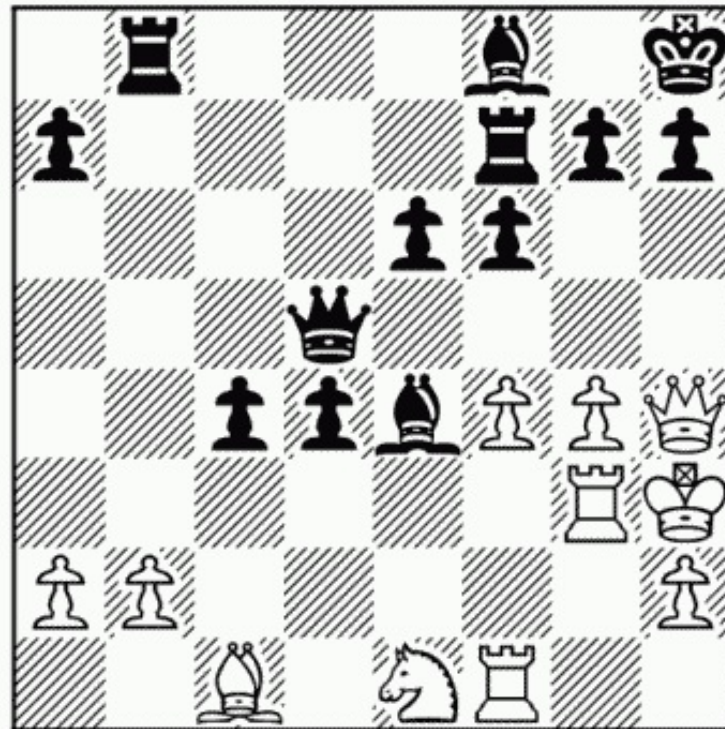




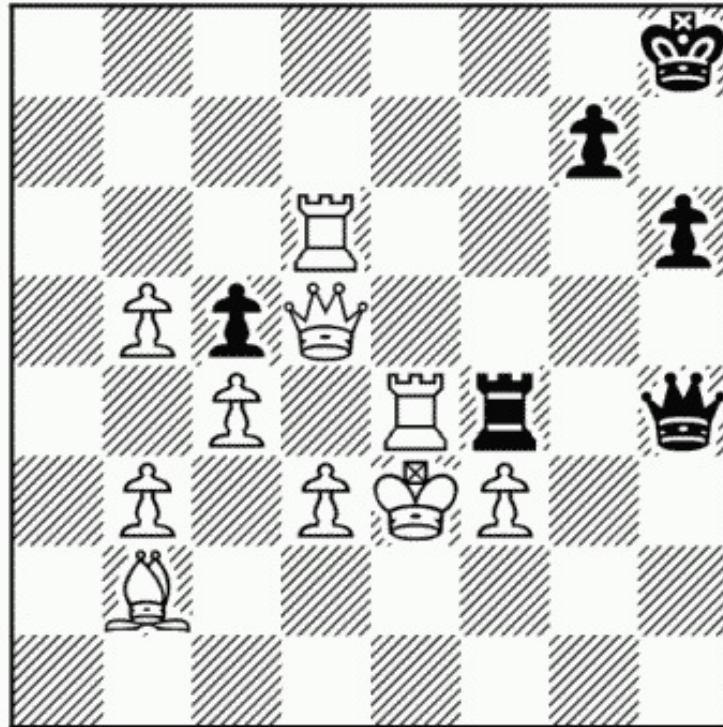




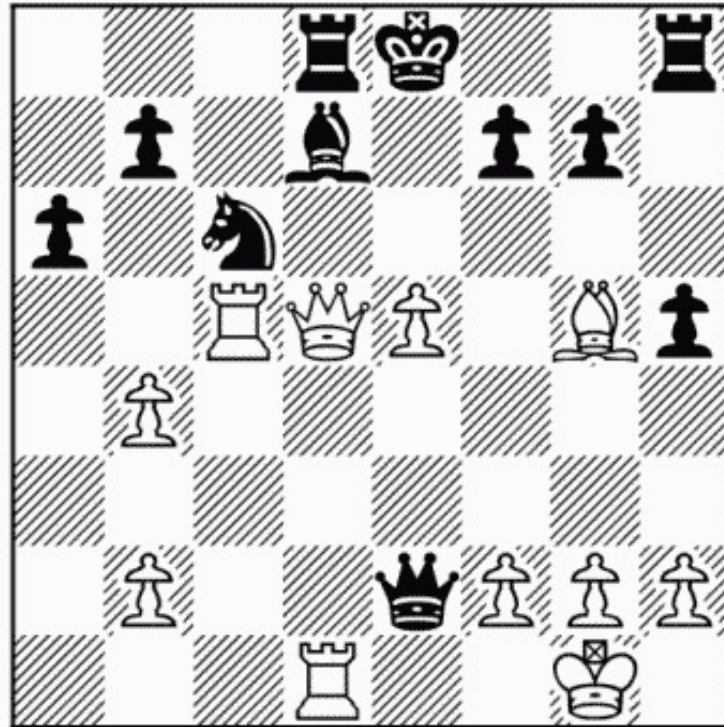
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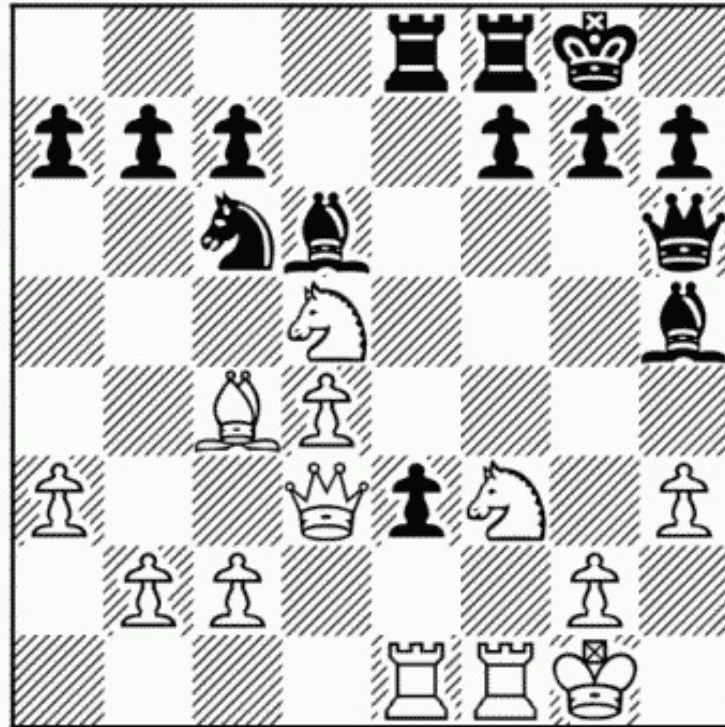
[841](#)



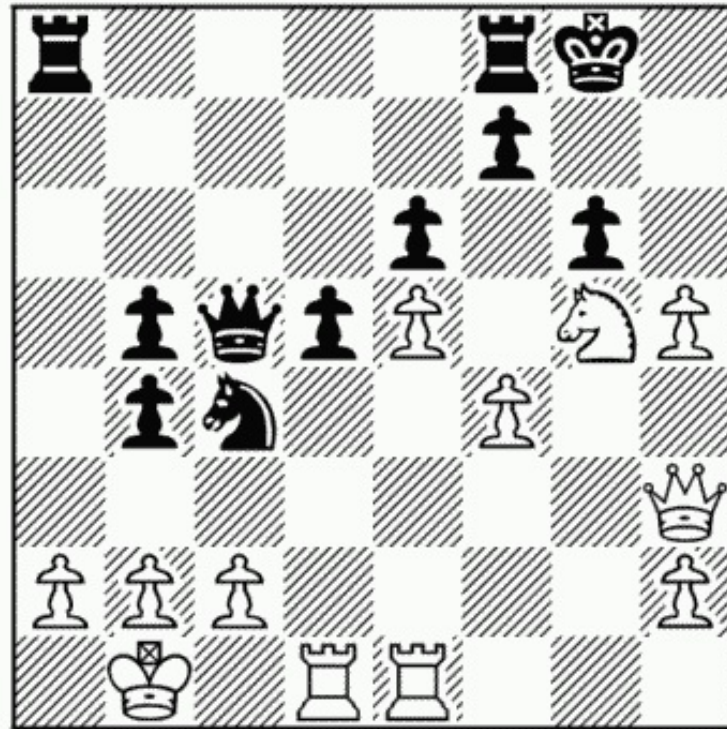
842



843

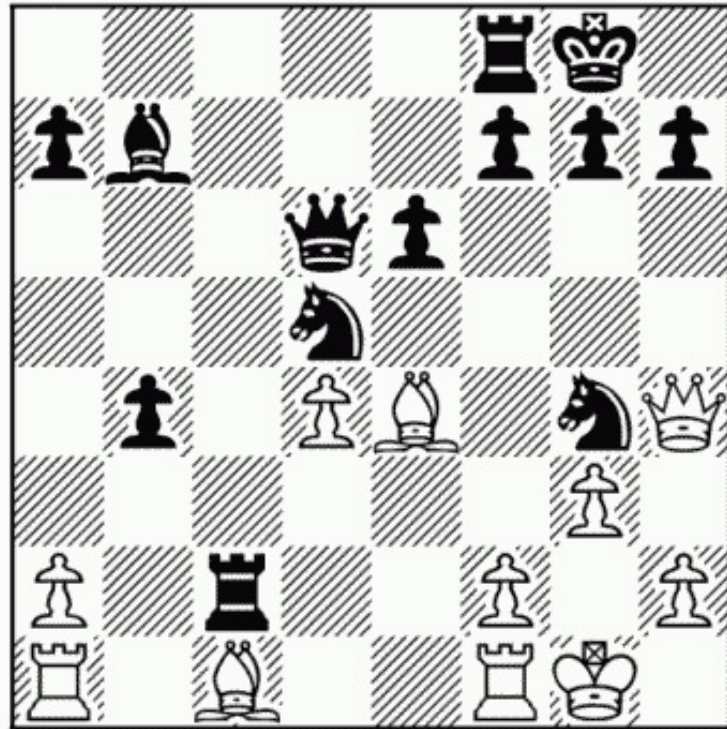


[844](#)

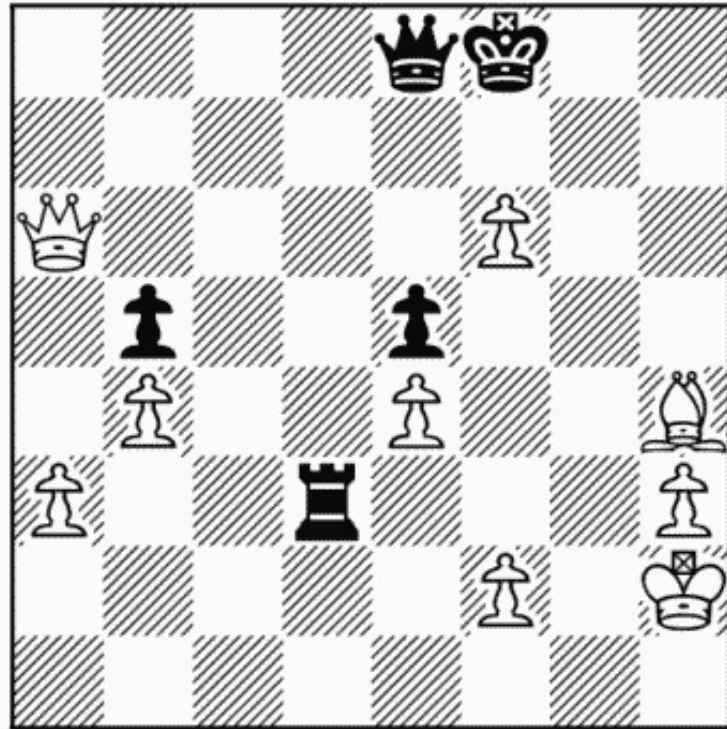




845



846



## 17. Trapped Man

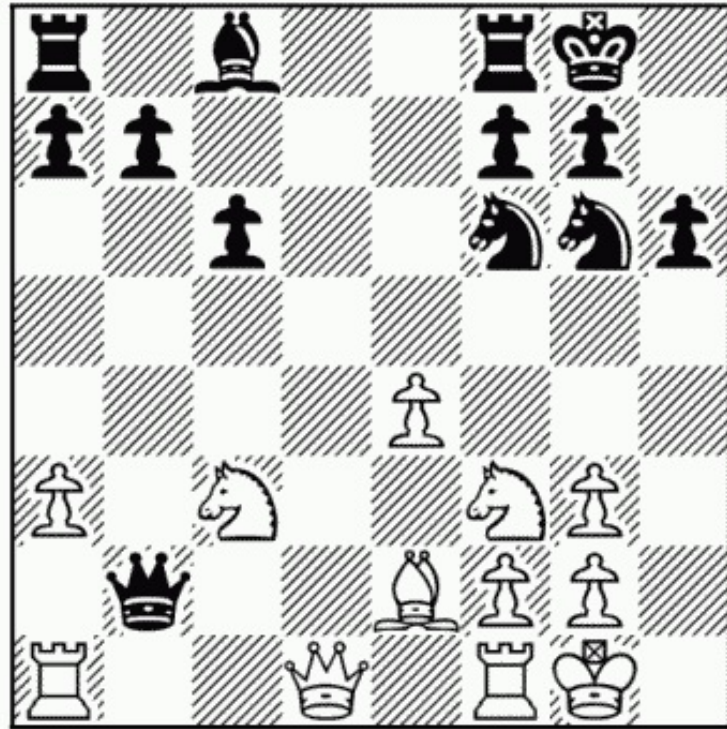
The most common example of this theme is the trapping of a bishop in a net of pawns, as shown in [Diagram 854](#). This opening trap is so old that it is called “the Noah’s Ark Trap.”

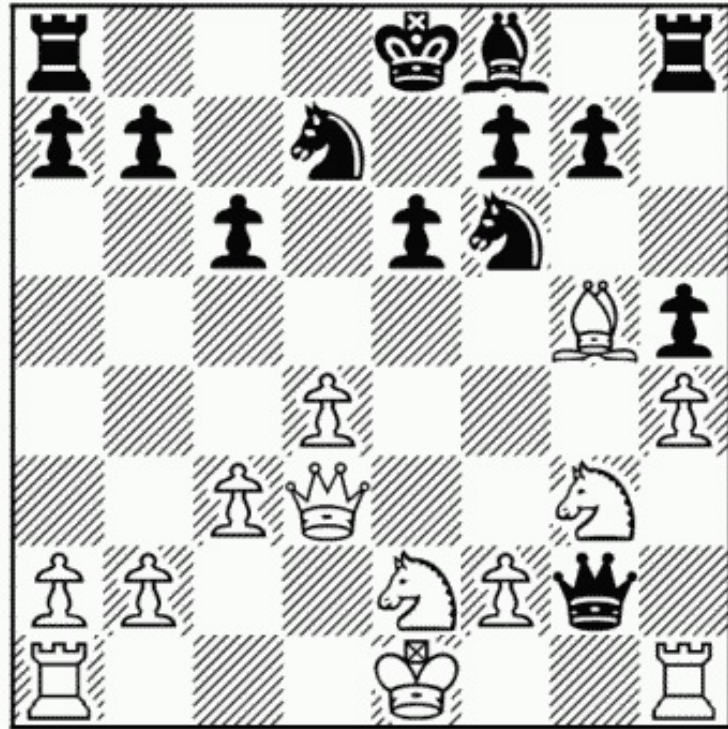
But other units can be trapped too, and strangely enough the queen, the mightiest of all the pieces, is particularly vulnerable to a pincer movement executed by pieces of lesser value.

That is what happens for example, in Diagrams 847, 849 and 851. The moral is that the queen is too valuable to be squandered on aimless expeditions without adequate support.

*White Moves First*

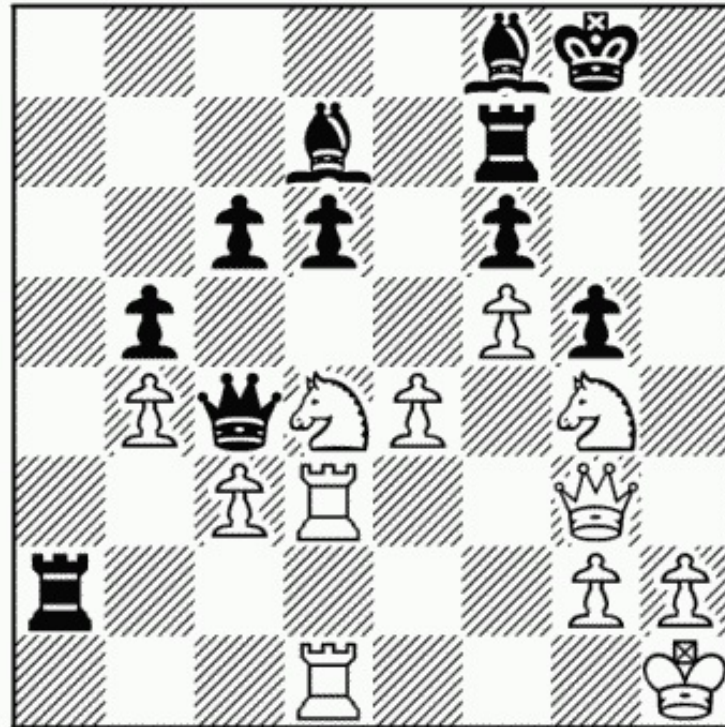
[847](#)

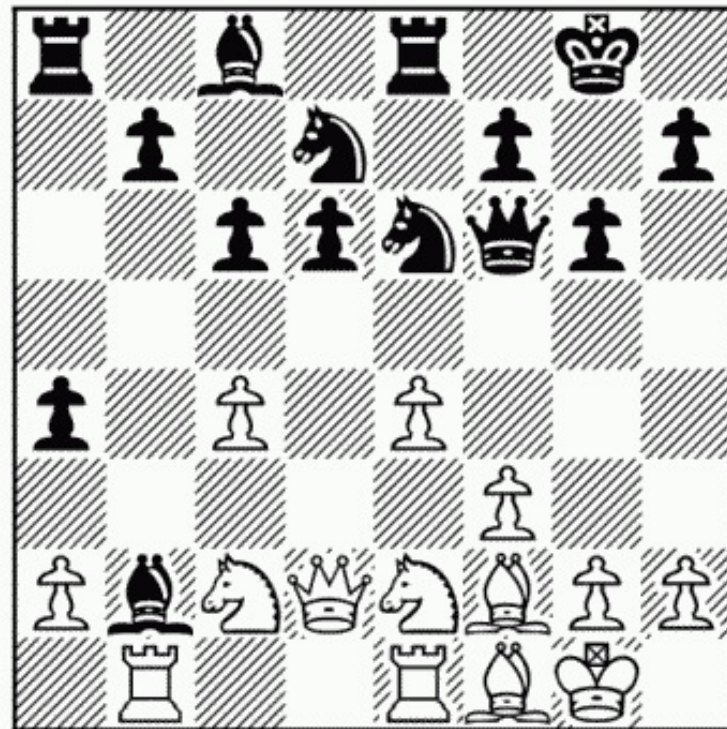




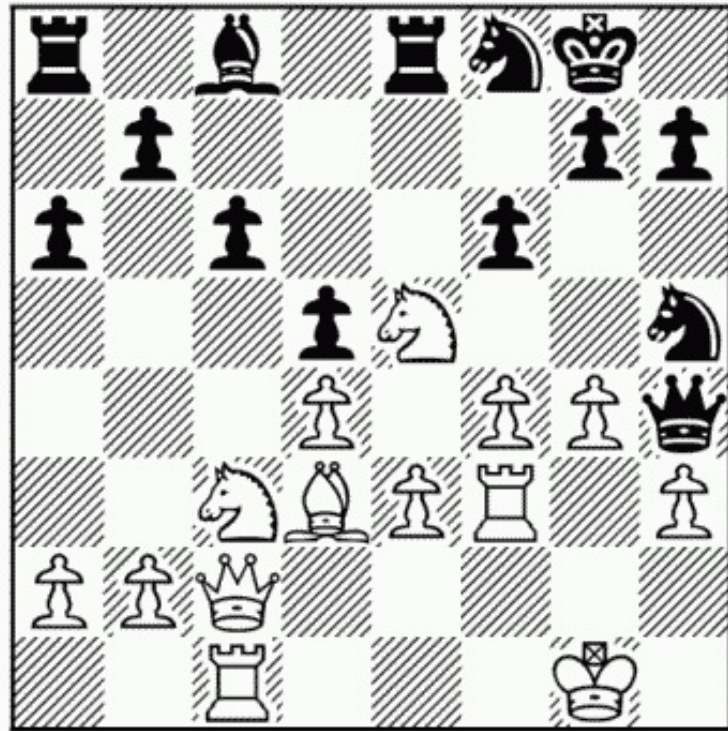


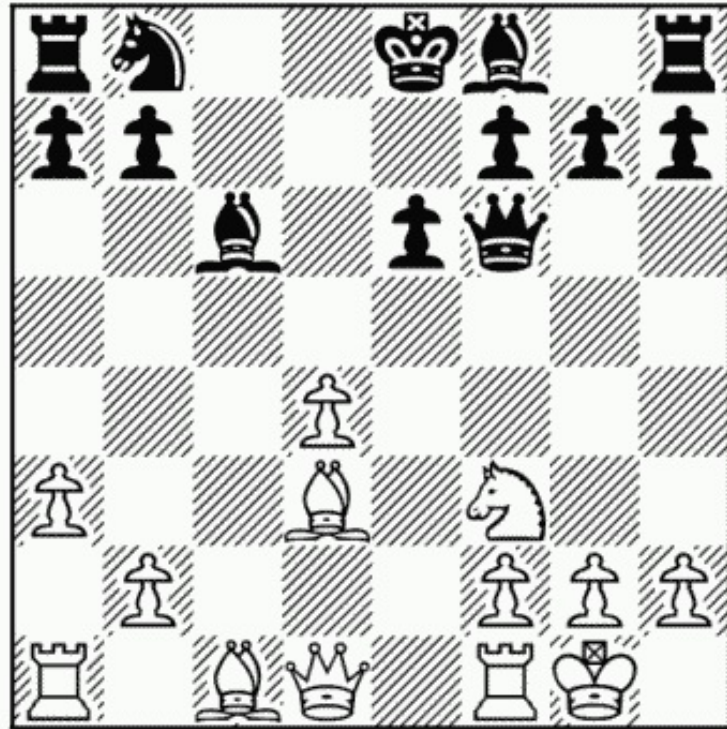
[849](#)





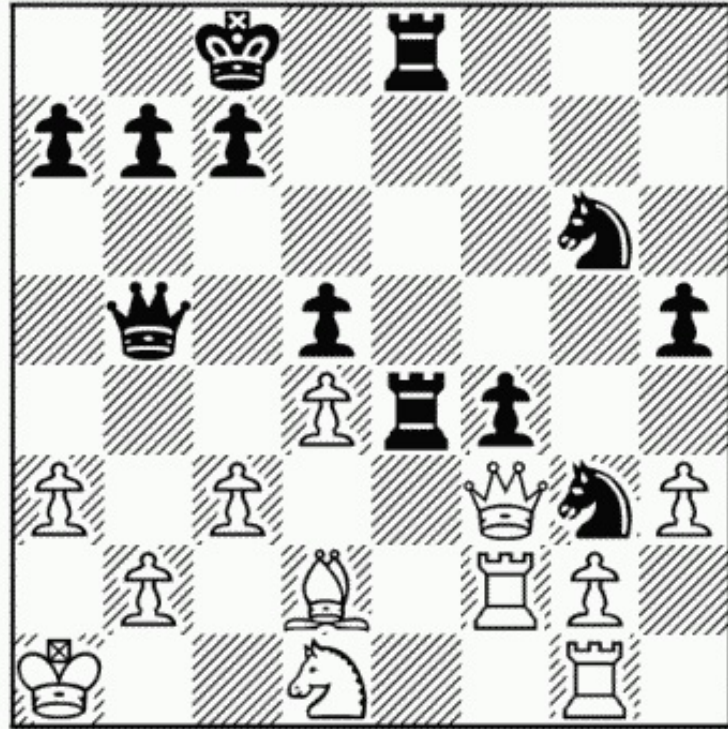
[851](#)





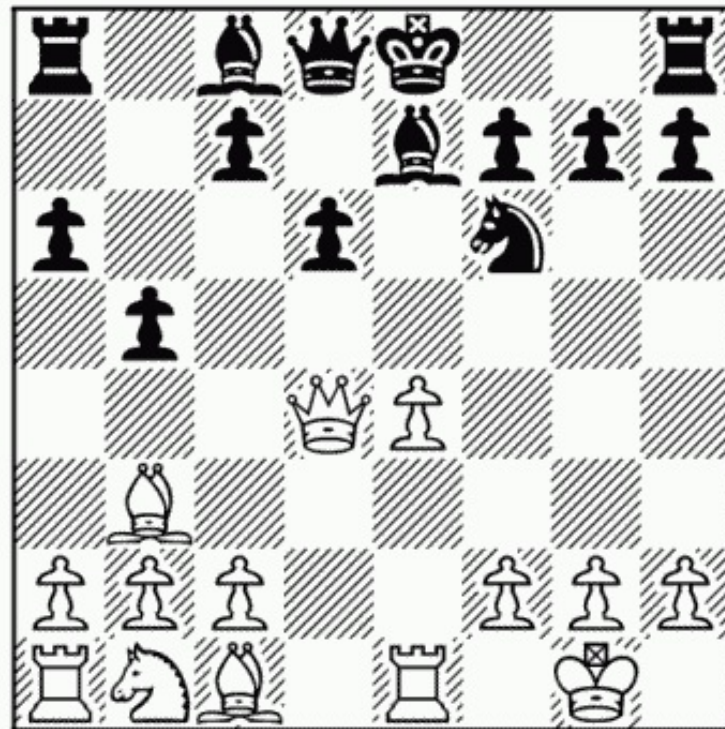
*Black Moves First*

[853](#)

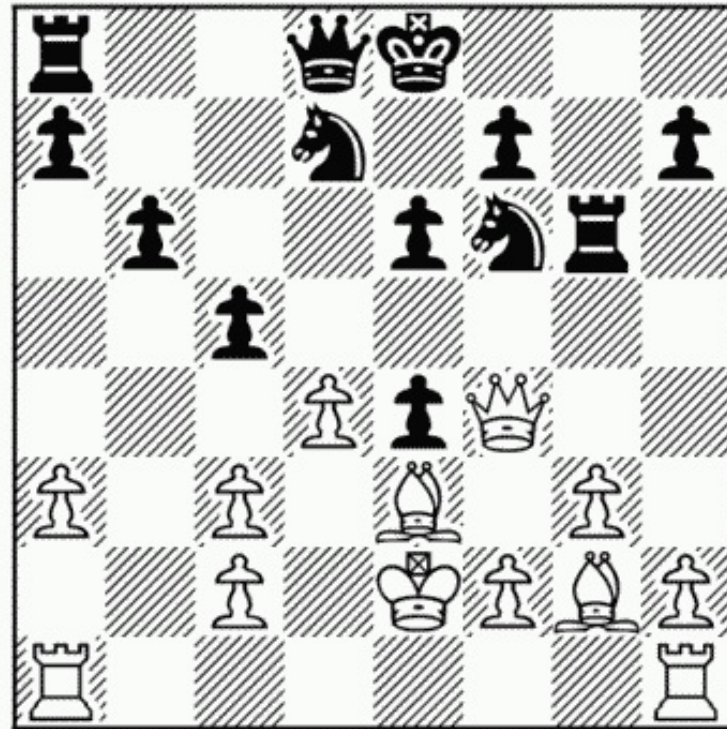


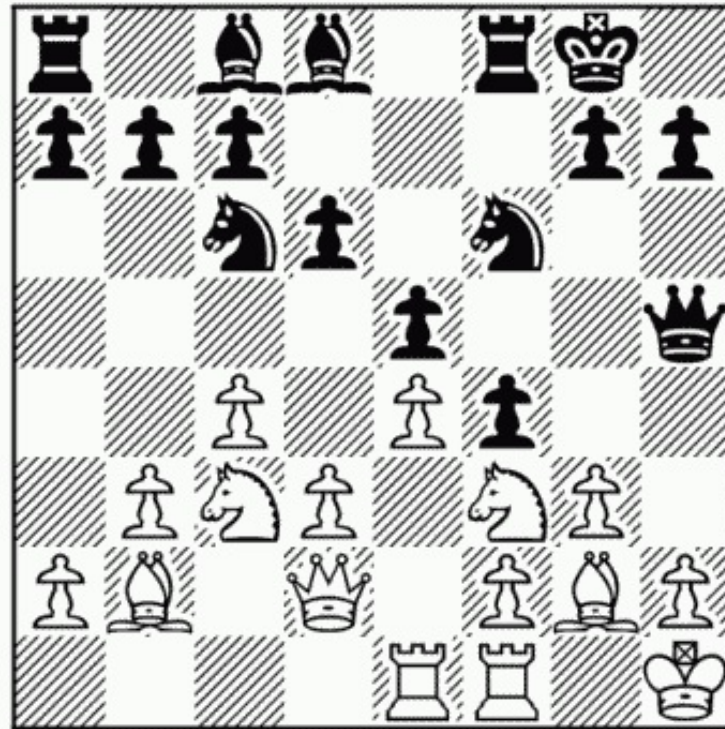


854

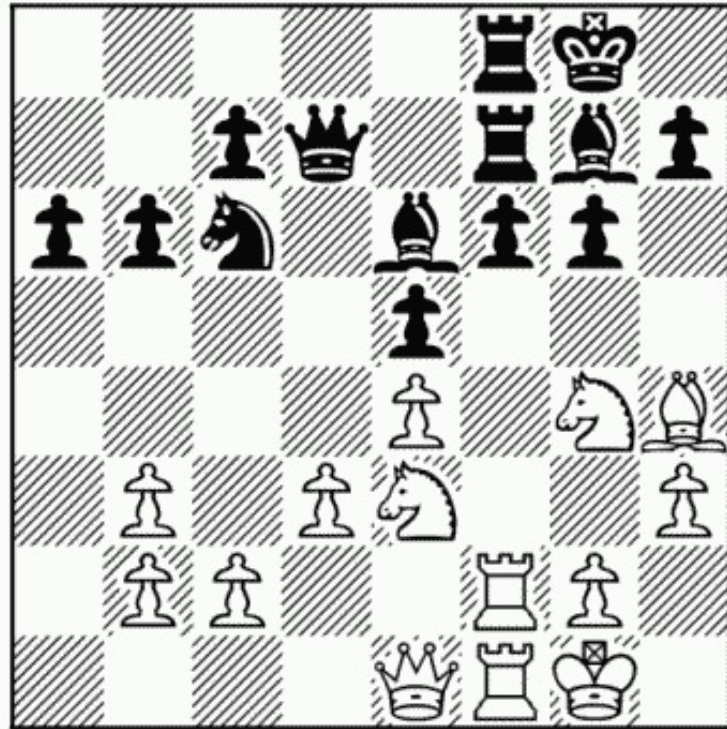


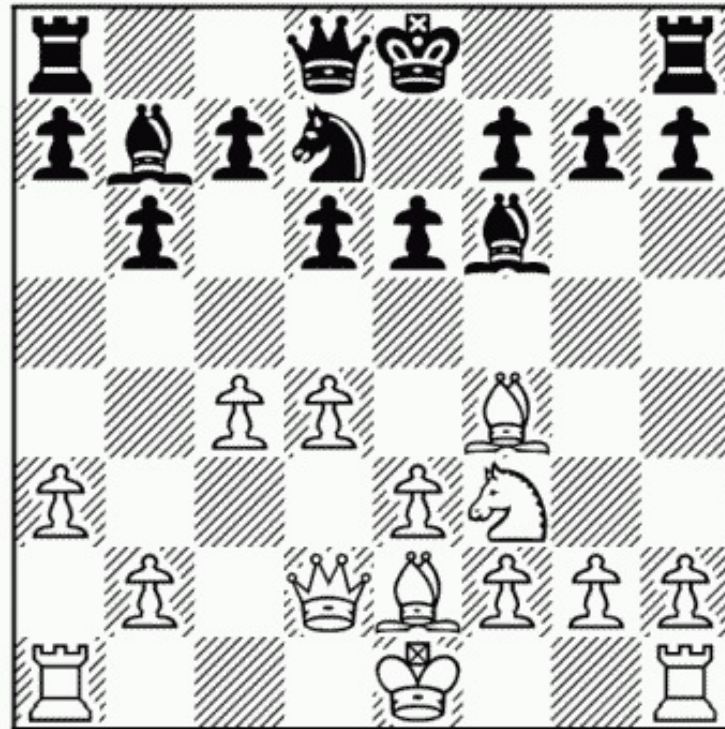
855





857







## 18. Zugzwang

This is a German word, not easy to translate into English; the best rendering is perhaps “compelled to move.” It refers to *a position in which a player is not menaced, but which results in loss for him as soon as he makes a move.*

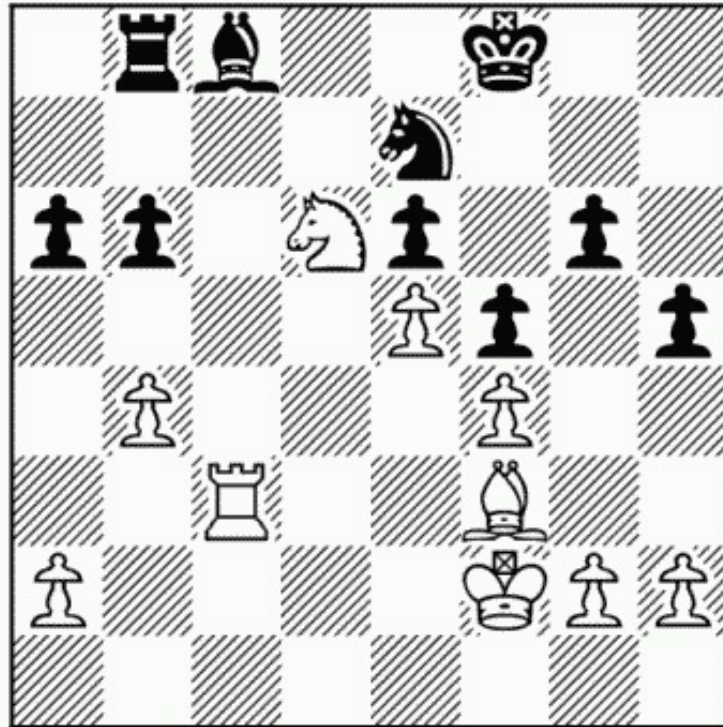
This is not a difficult concept, but is best explained by an example. Thus in [Diagram 859](#), White’s first move still leaves Black with a position that is perfectly secure. However, a glance at the position shows that any move of a black *piece* will lose material. Hence Black is restricted to pawn moves. Once Black has made all the available pawn moves, he will have to move a piece and lose material.

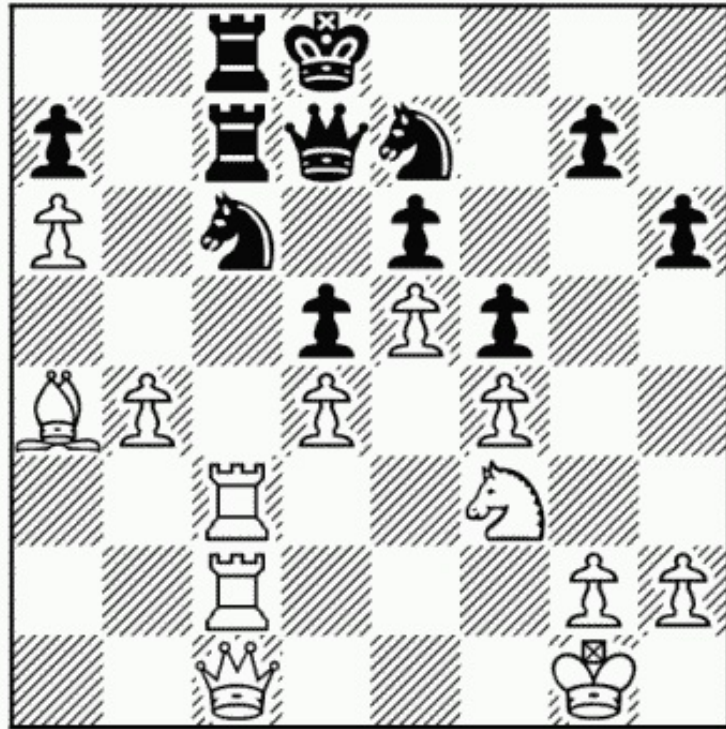
In [Diagram 860](#) we see the same picture. Some of Black’s pieces are immobilized, and a move by the remaining pieces will lose material. So White simply plays 1.h4! and waits until Black’s pawn moves are exhausted.

This then, is the basic underlying idea of *Zugzwang*: having to move, which is supposed to be an asset and a blessing, becomes a liability and a curse.

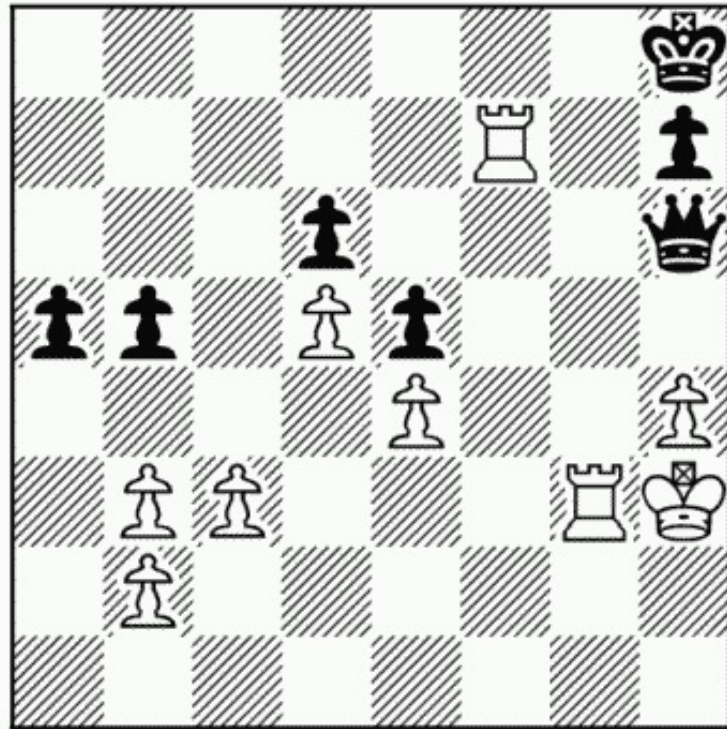
*White Moves First*

[859](#)

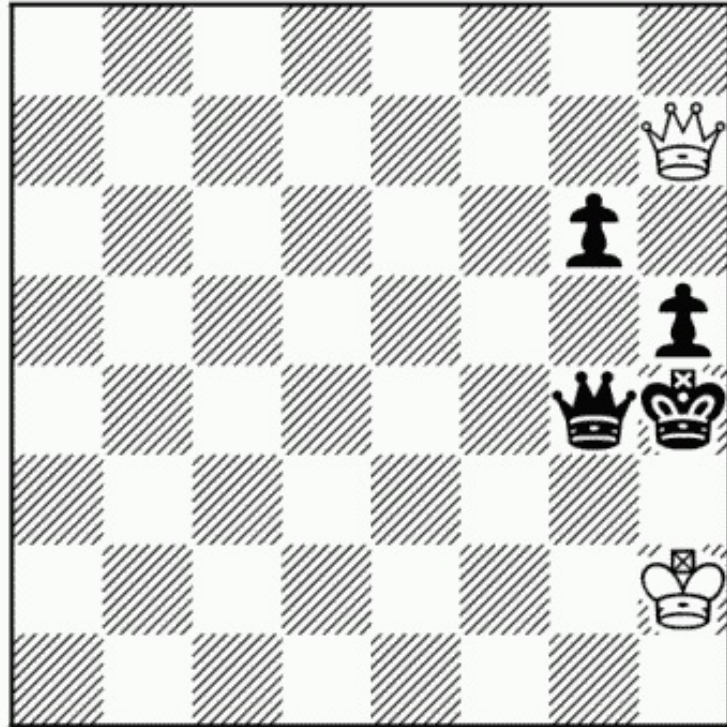




[861](#)

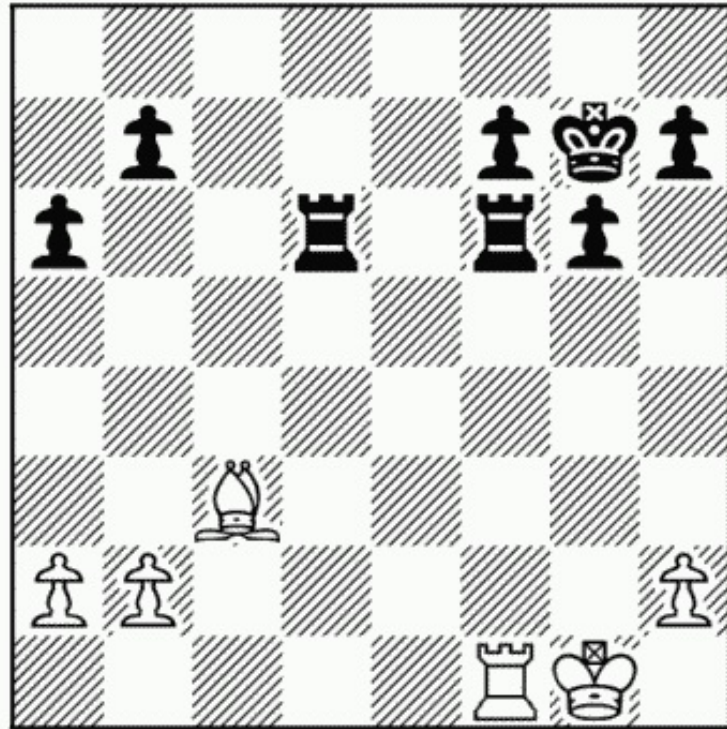


862

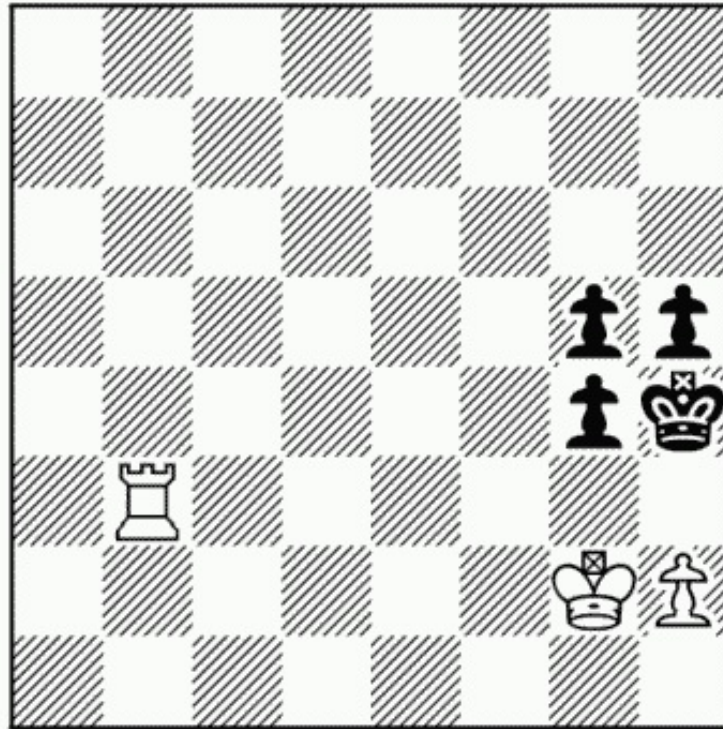




[863](#)

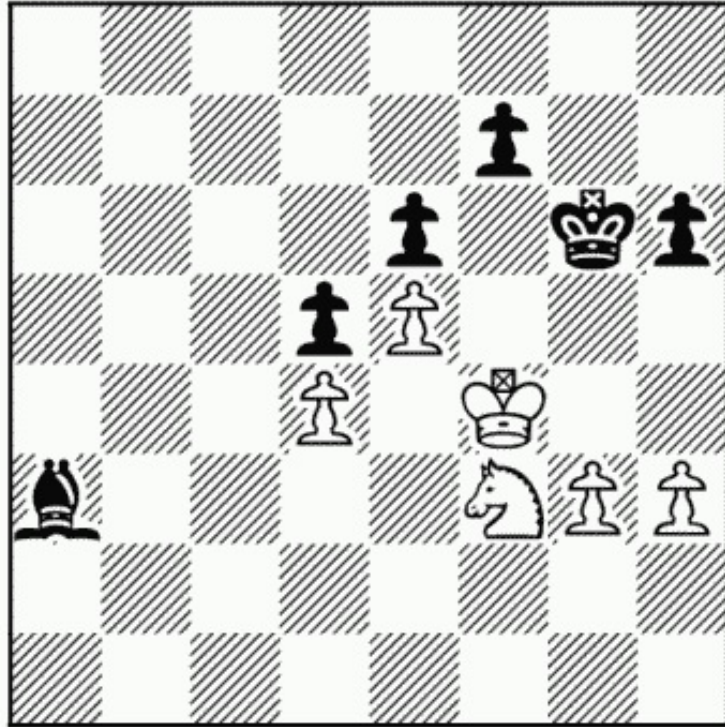


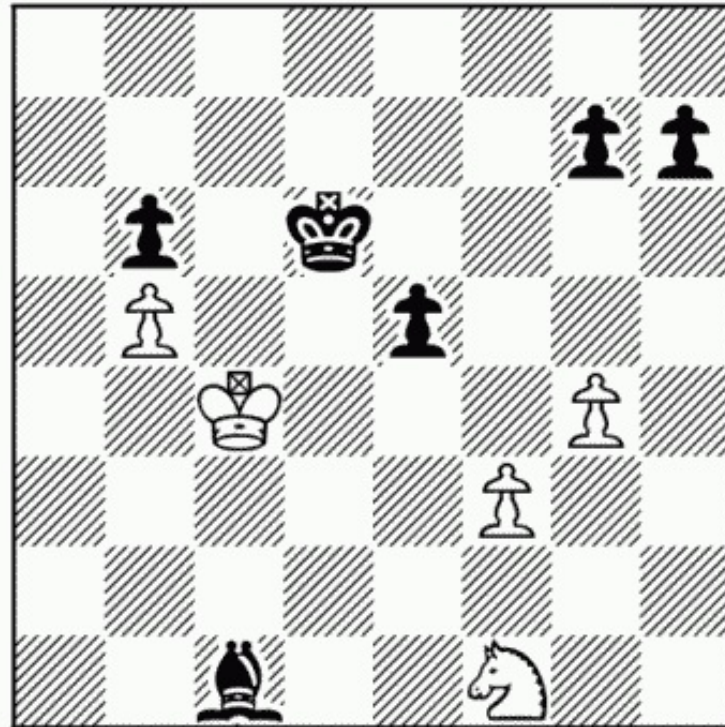
[864](#)



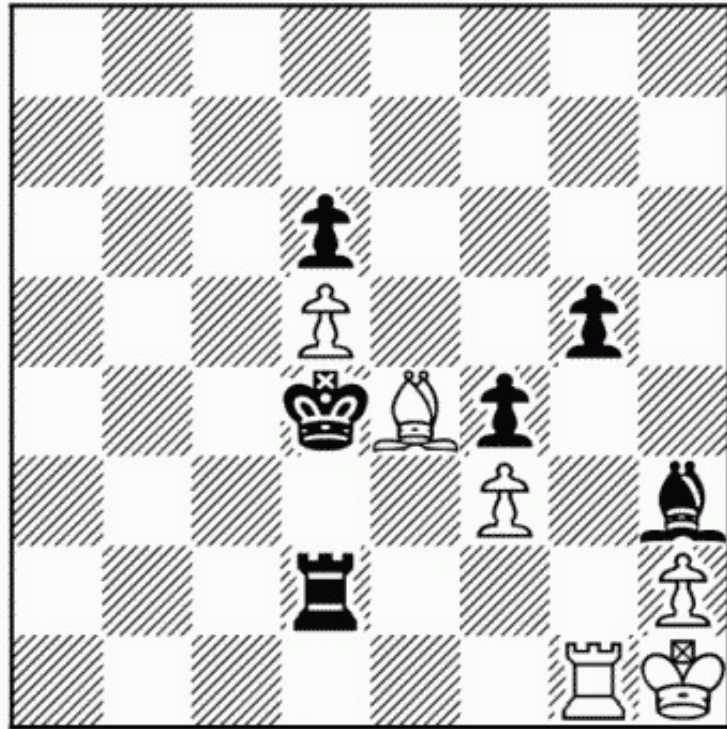
*Black Moves First*

[865](#)

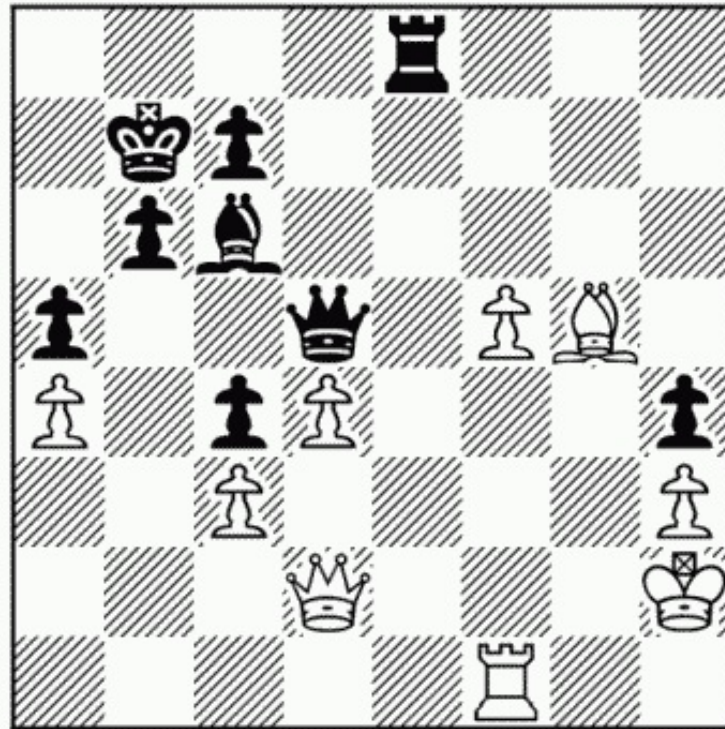


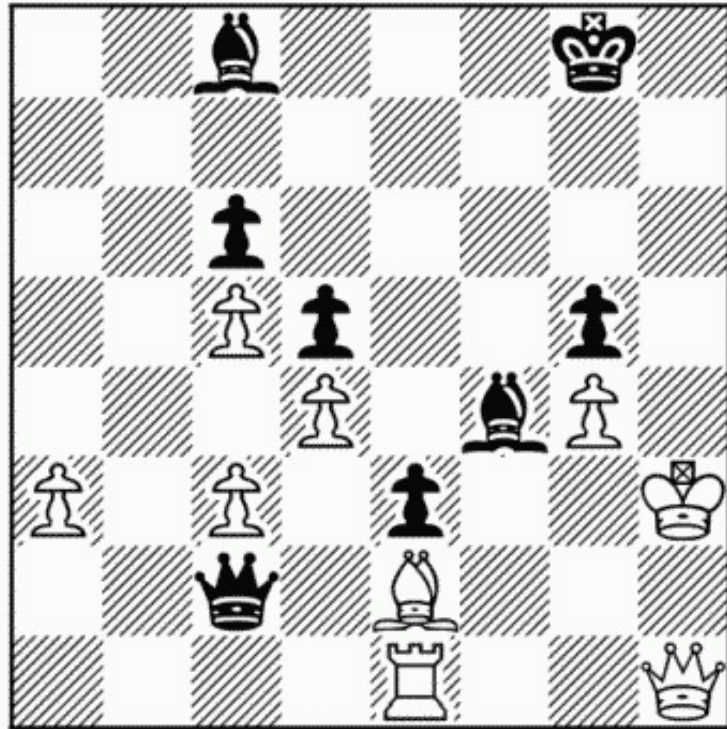


[867](#)

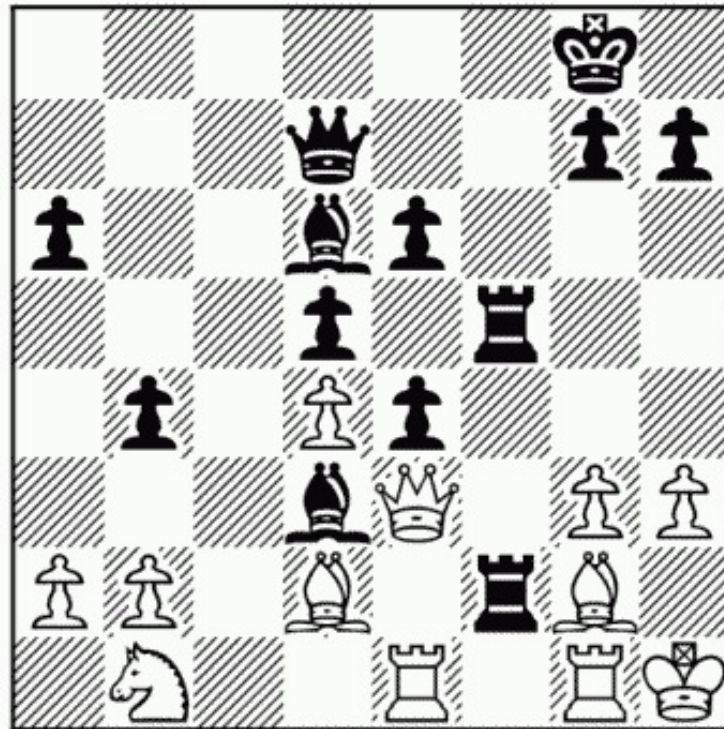








[870](#)



## 19. The Helpless King

When you are subjecting your opponent's king to a very powerful attack and he lacks adequate support by his pieces, you can make all sorts of brilliant sacrifices.

In [Diagram 873](#) for example, Black runs into one of the most curious checkmates ever performed on the chessboard. His king is driven right down the board and mated by a castling move! Such extraordinary happenings are to be expected when a king has already been harried toward the center of the board.

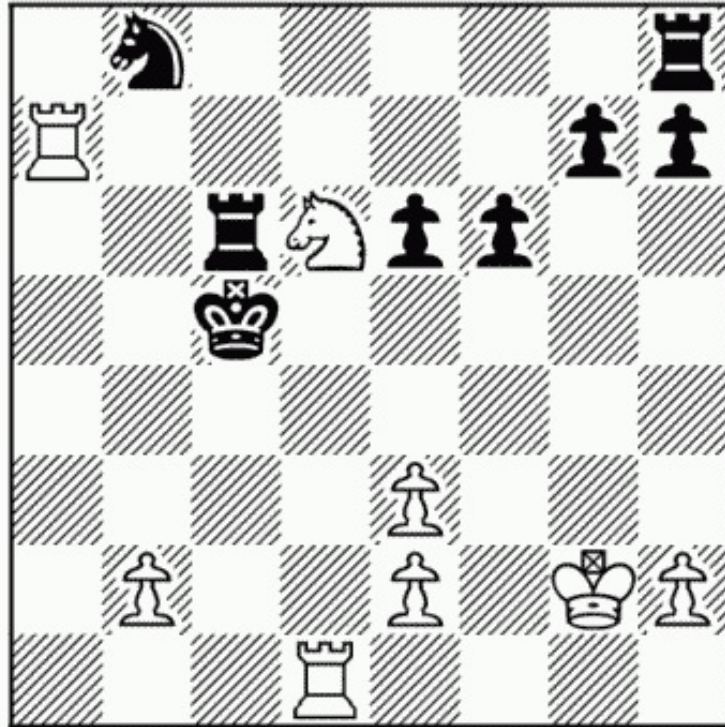
In [Diagram 879](#) the conclusion is even more picturesque. But what can Black expect with his queen buried at a8, far from the scene of action? Incidentally, the absence of the defending queen from the critical zone of attack is often the key to a brilliant combination. [Diagram 885](#) is another case in point, and so is [Diagram 889](#)

Even in the endgame stage, with material greatly simplified, the king may be exposed to serious tactical dangers. Thus in [Diagram 871](#) White drives the black king into a mating net, while in [Diagram 899](#) Black's king succumbs to a strikingly artistic finish.

All the examples in this section prove this point: the helpless king is a target for brilliant sacrifices and combinations.

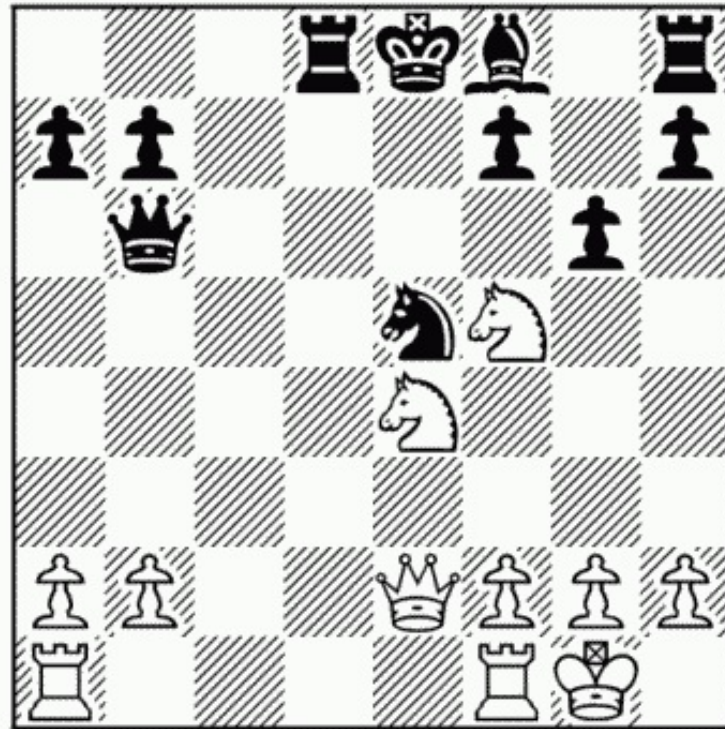
*White Moves First*

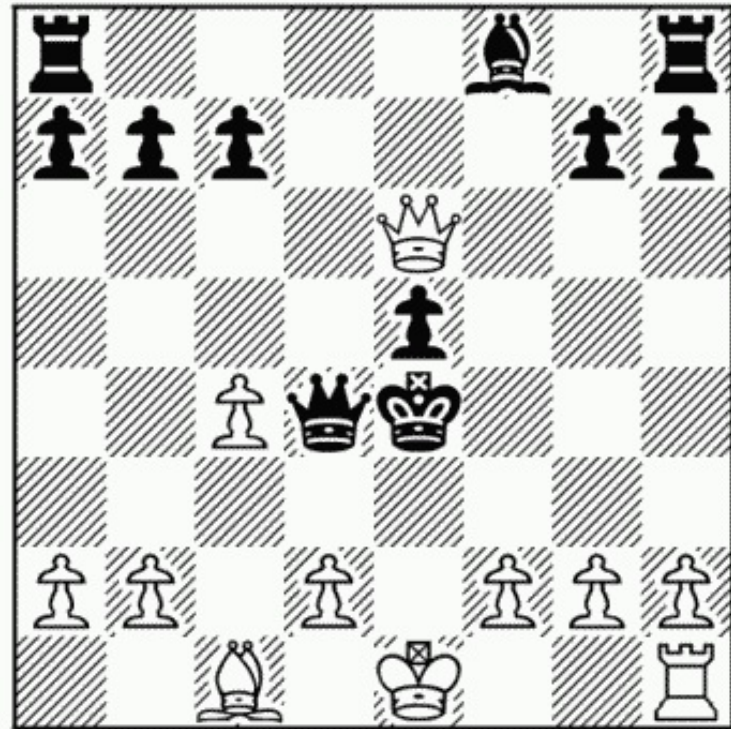
871



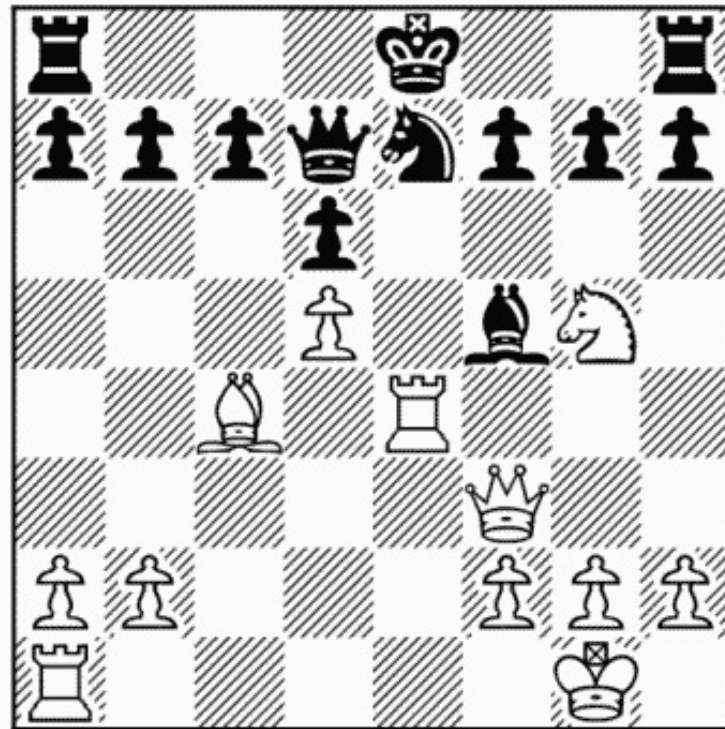


[872](#)

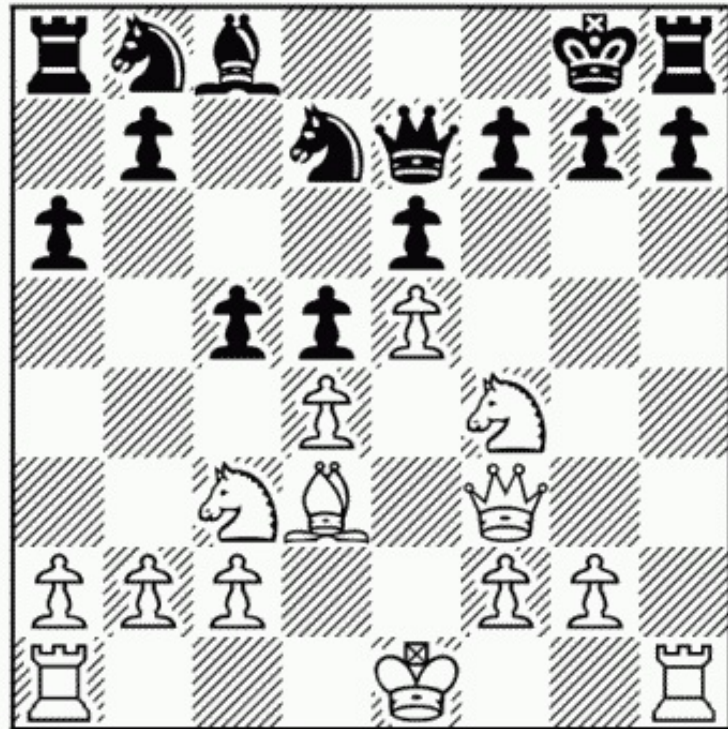




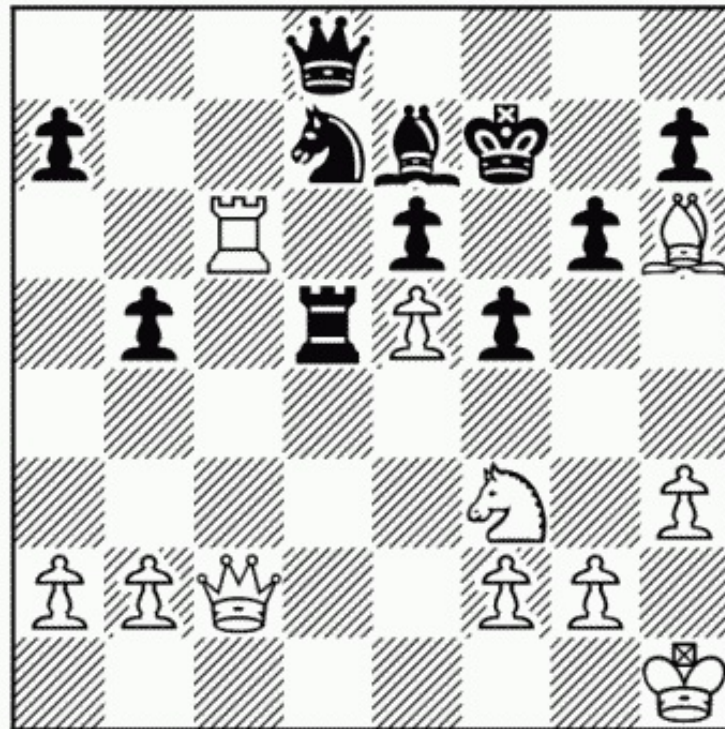
[874](#)



875

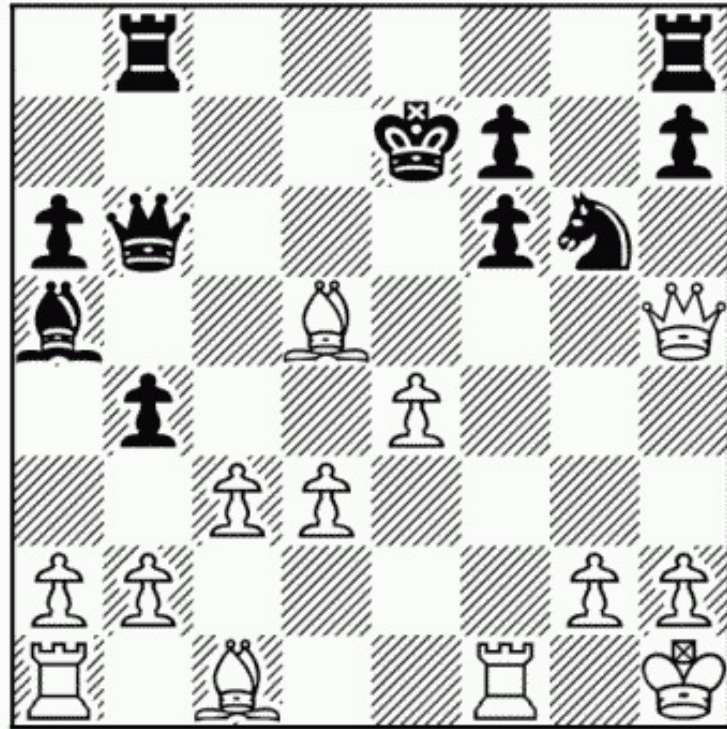


[876](#)



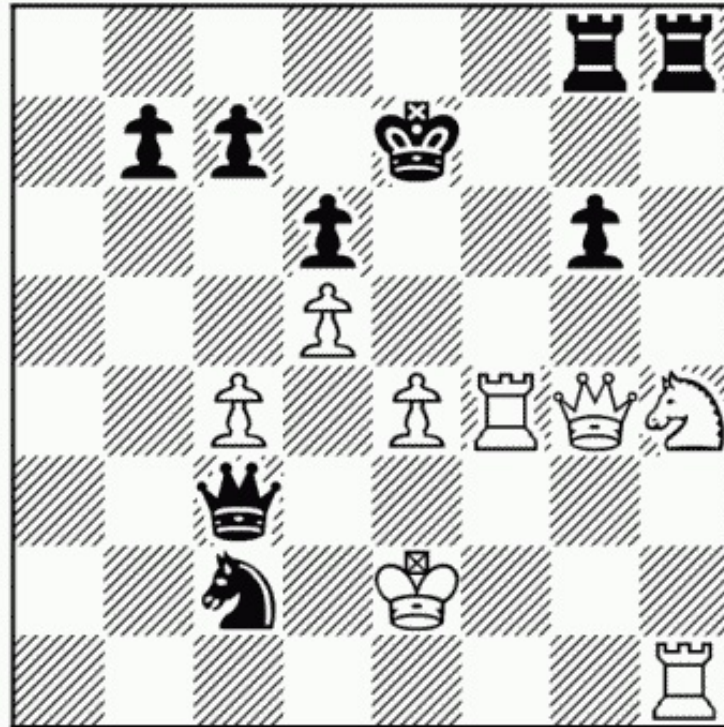


[877](#)

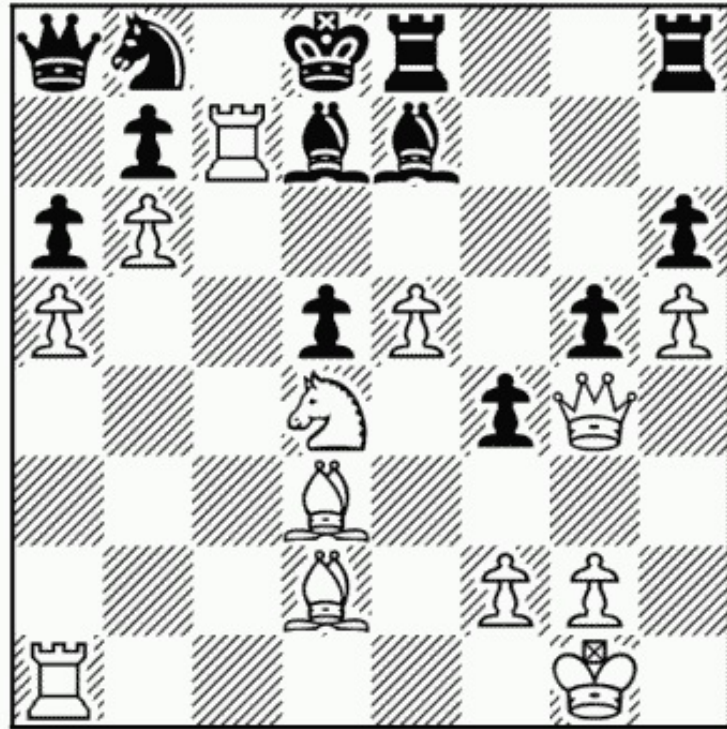




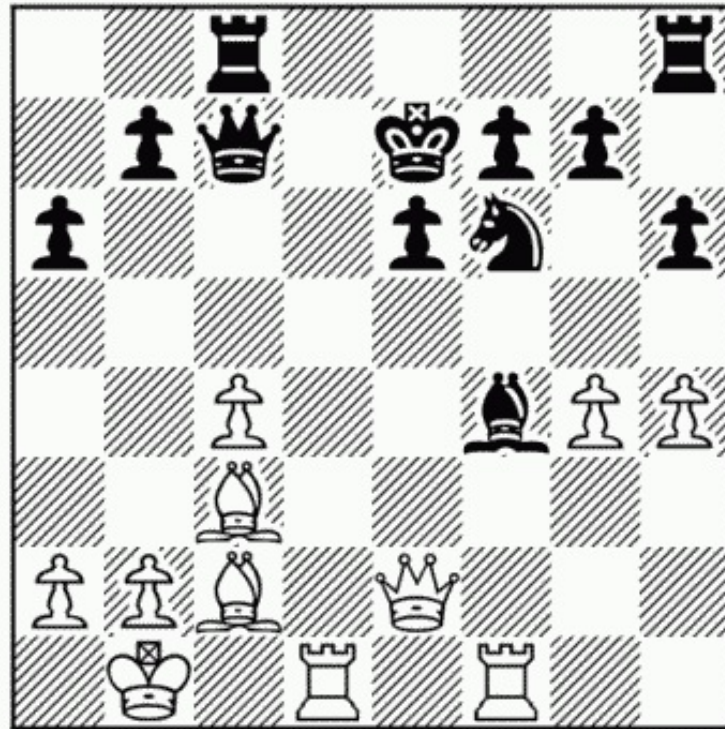
[878](#)

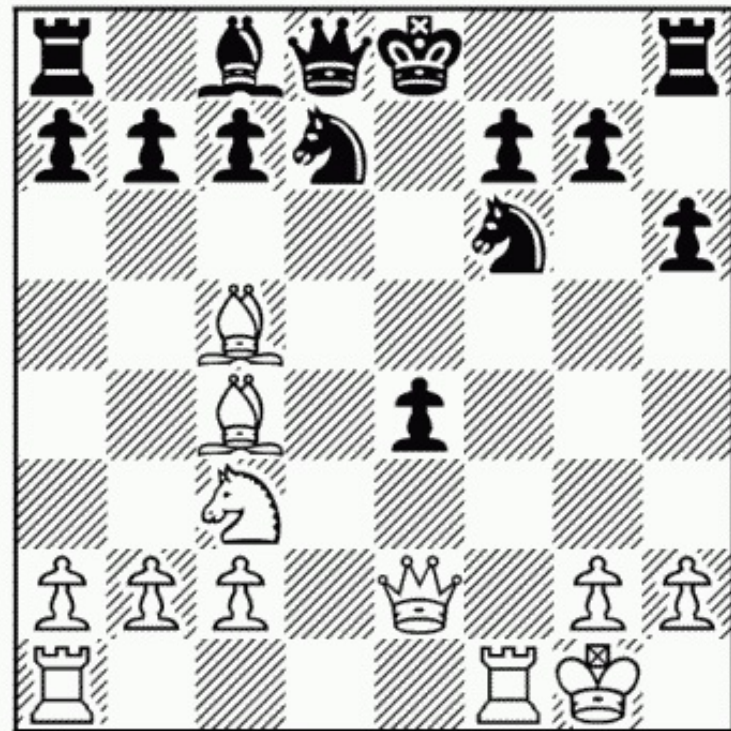


[879](#)

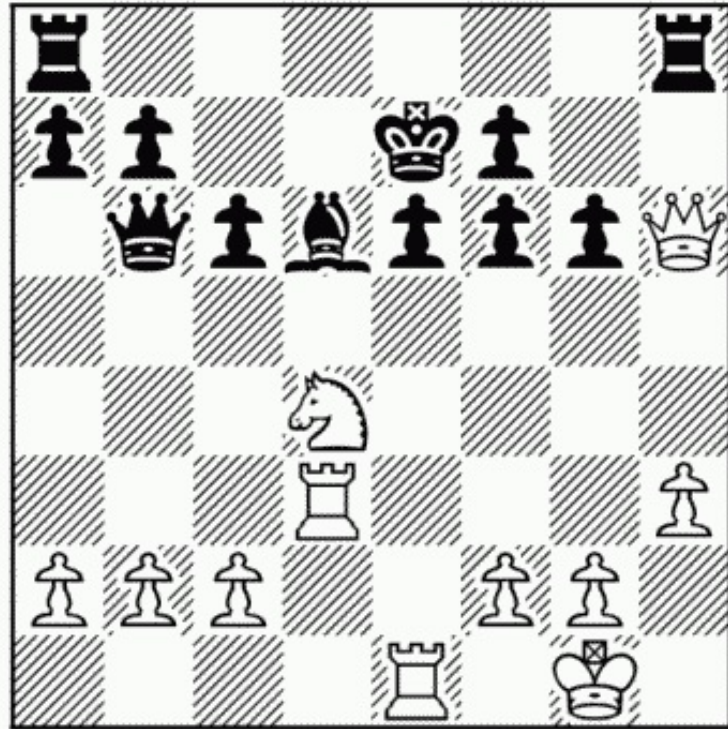


[880](#)



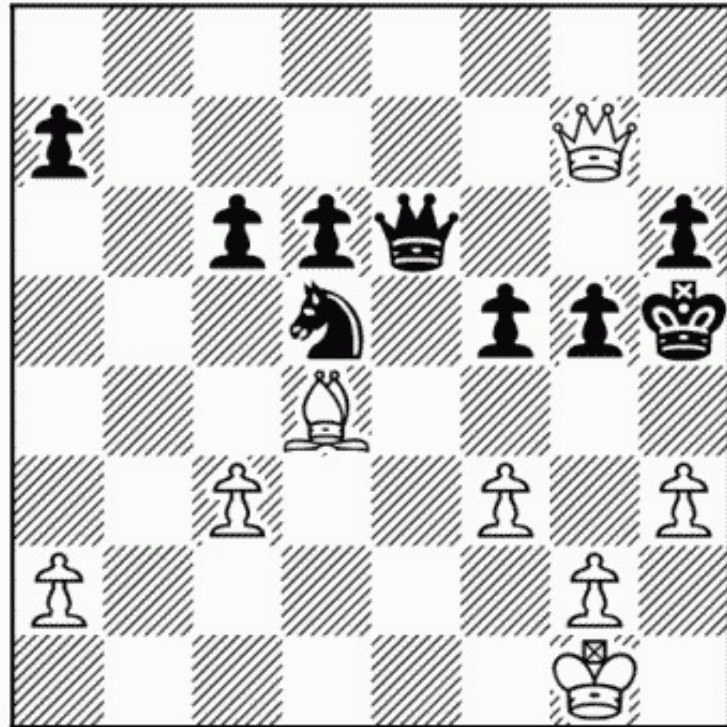


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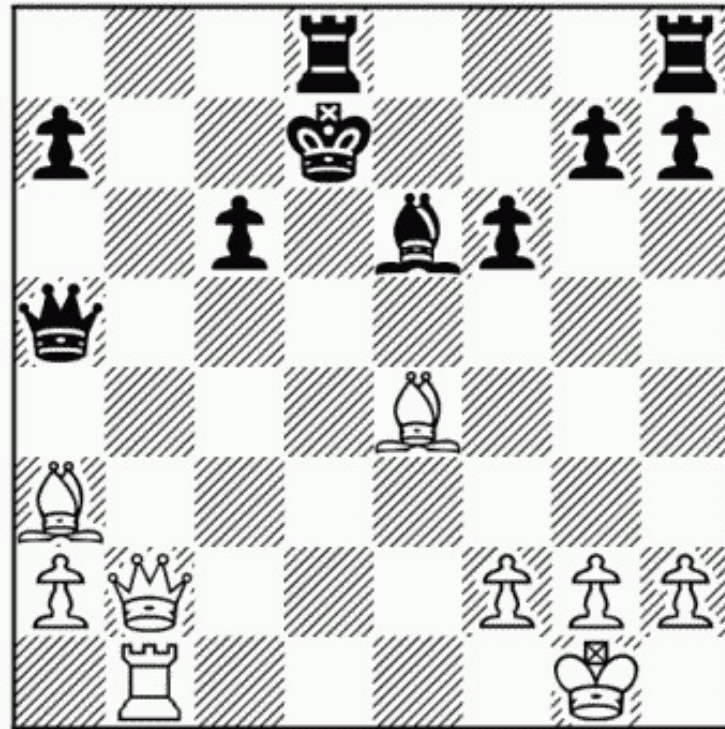


[883](#)

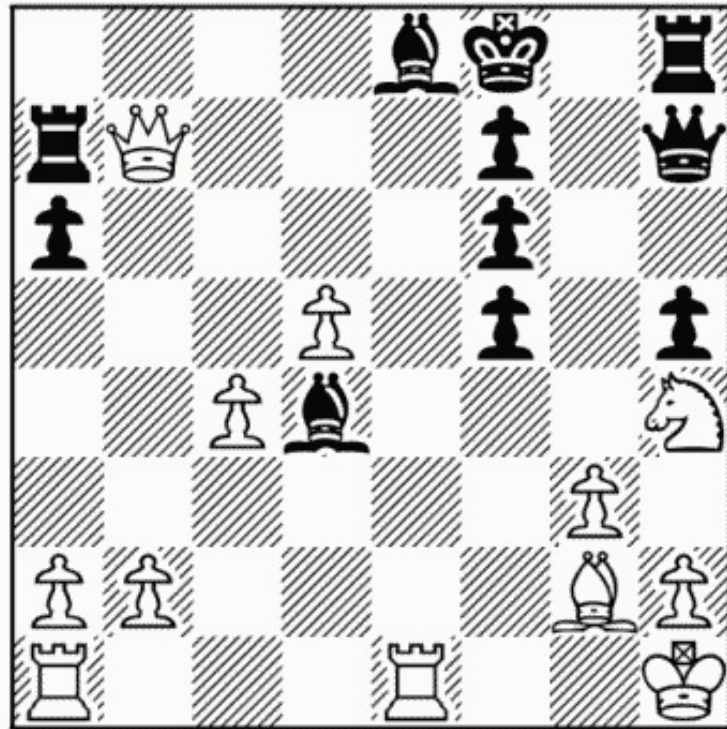


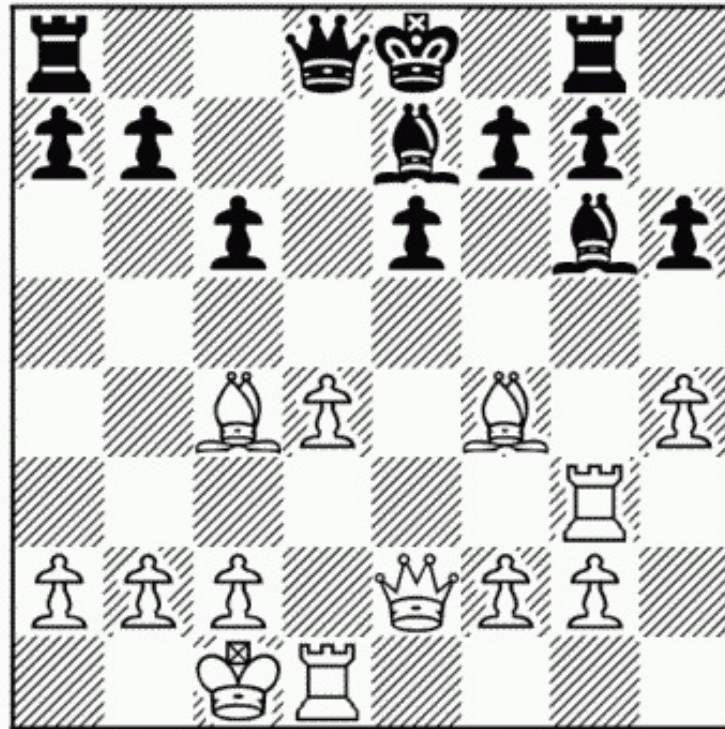


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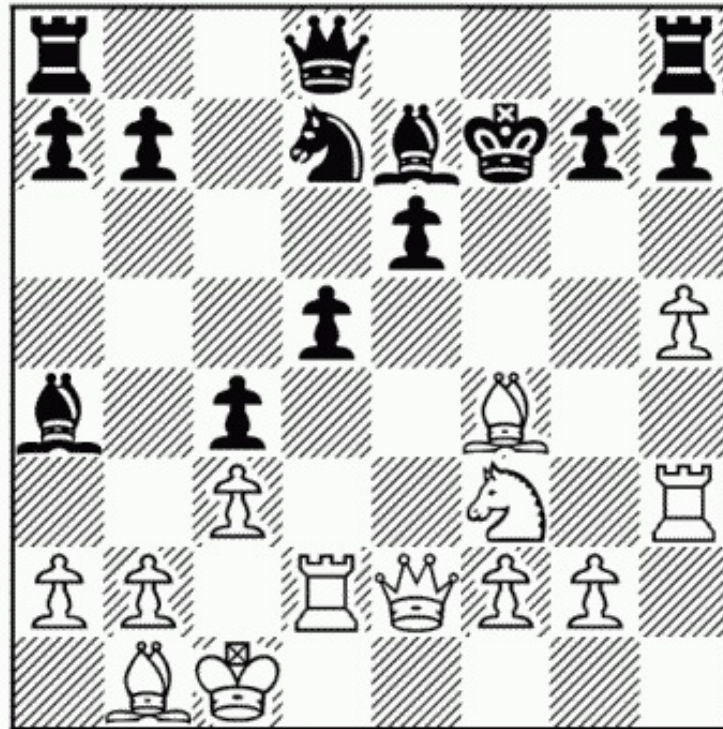


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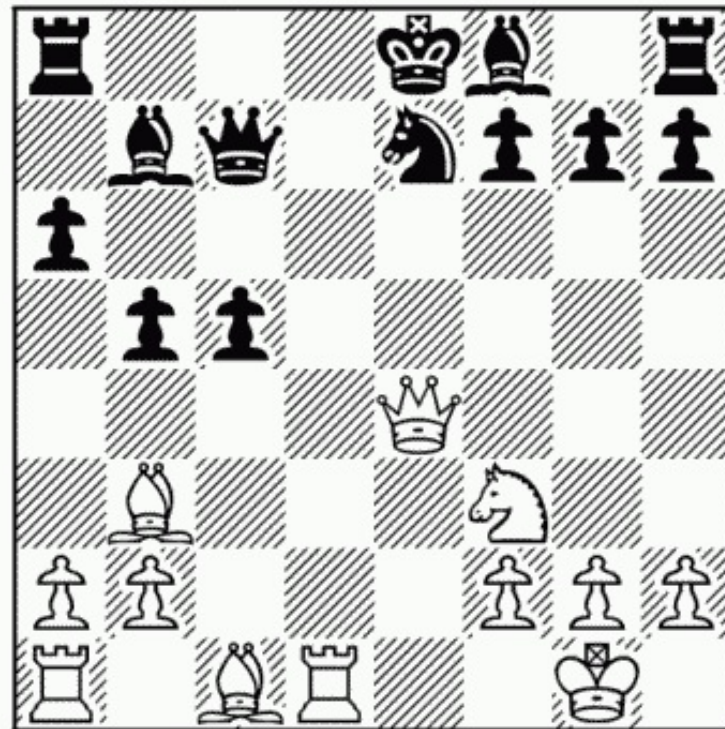




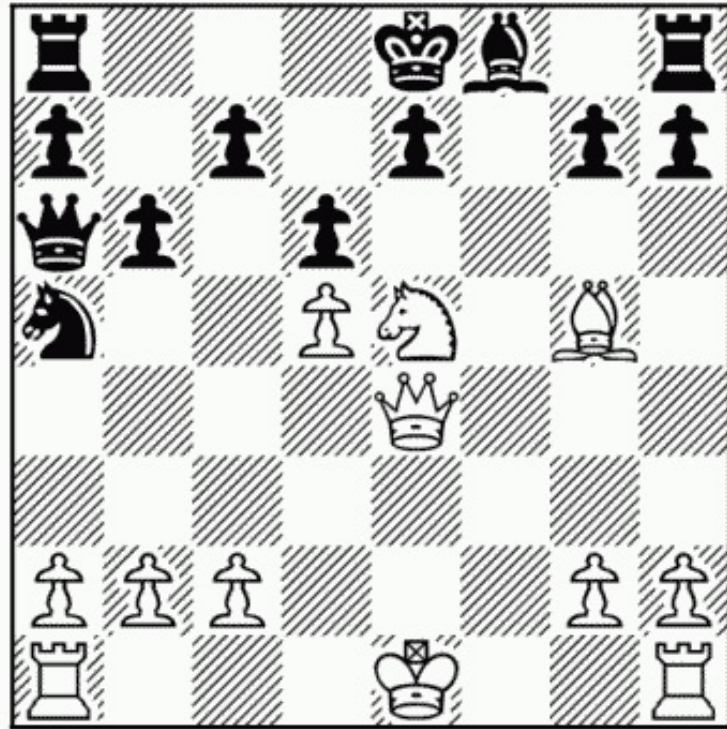
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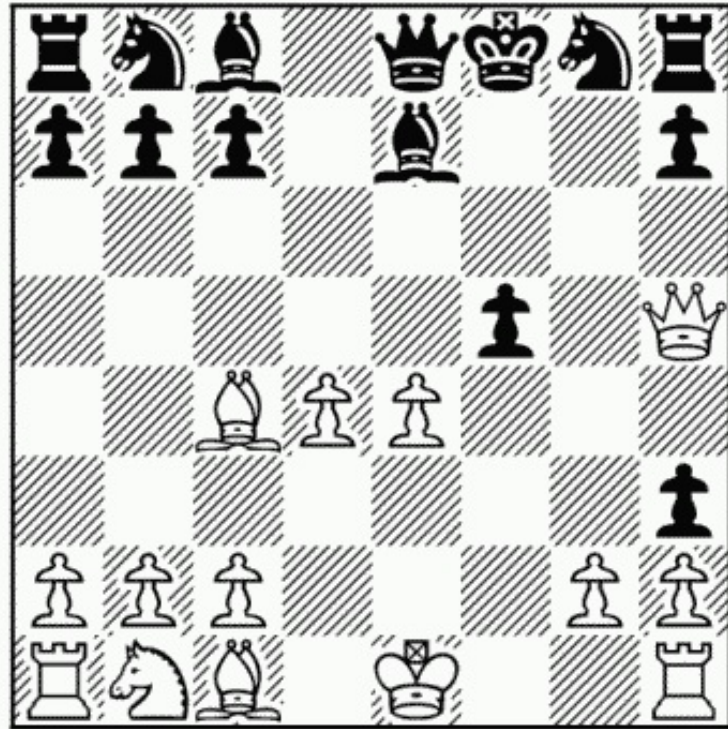
[888](#)



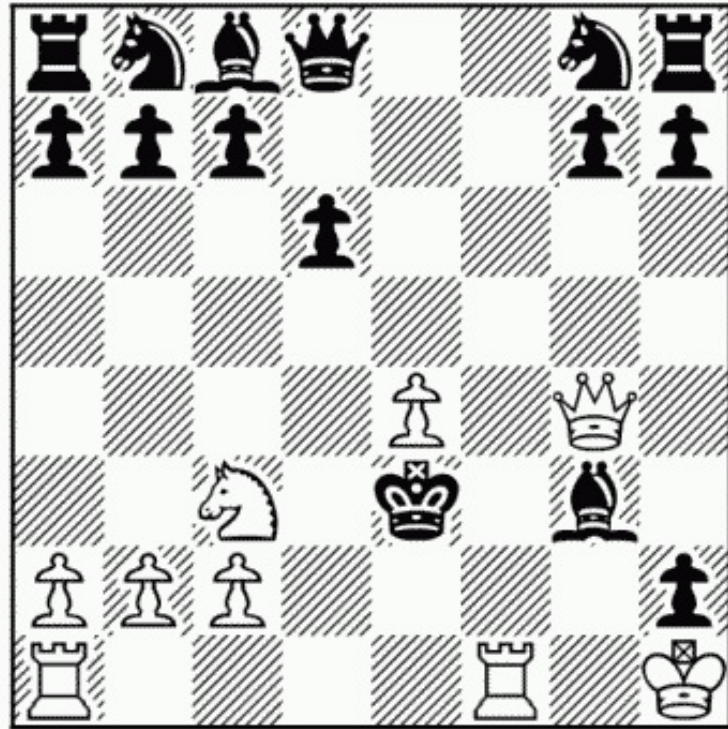


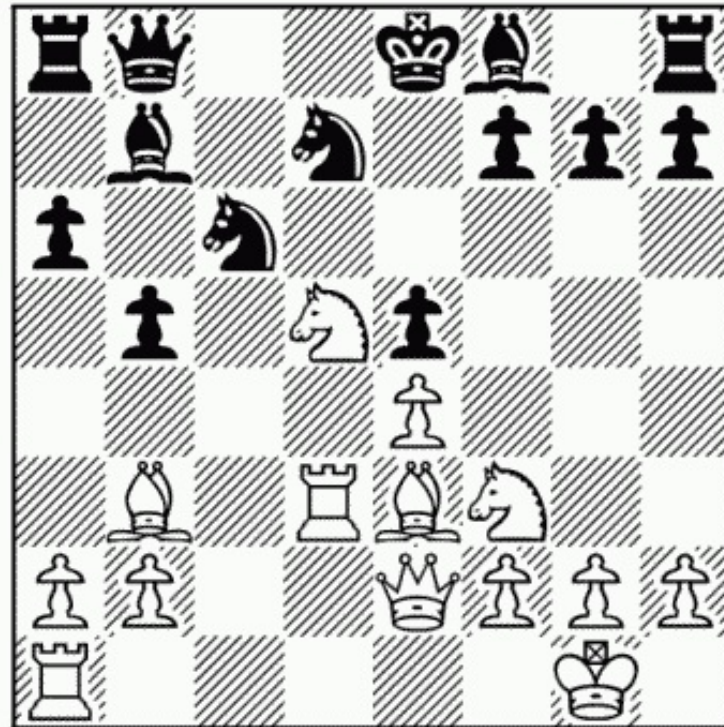


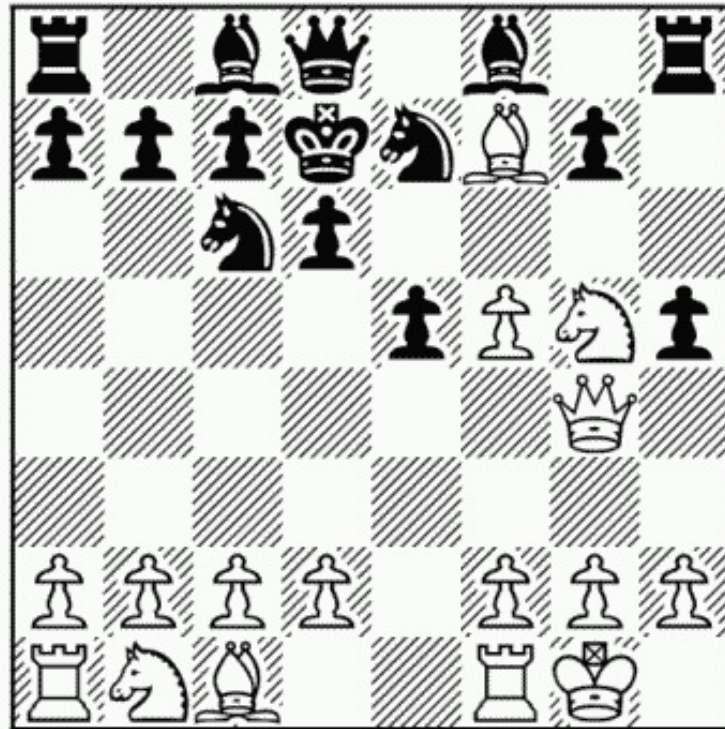




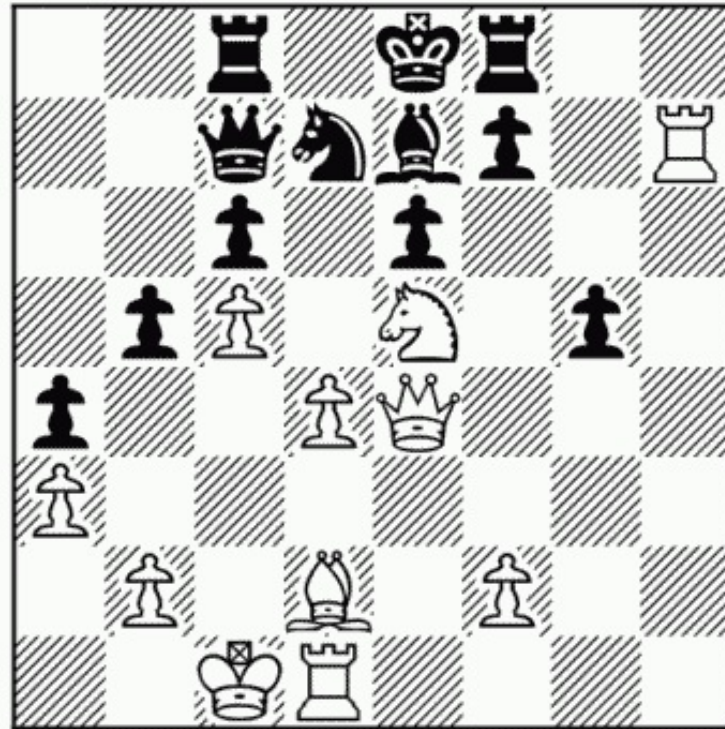
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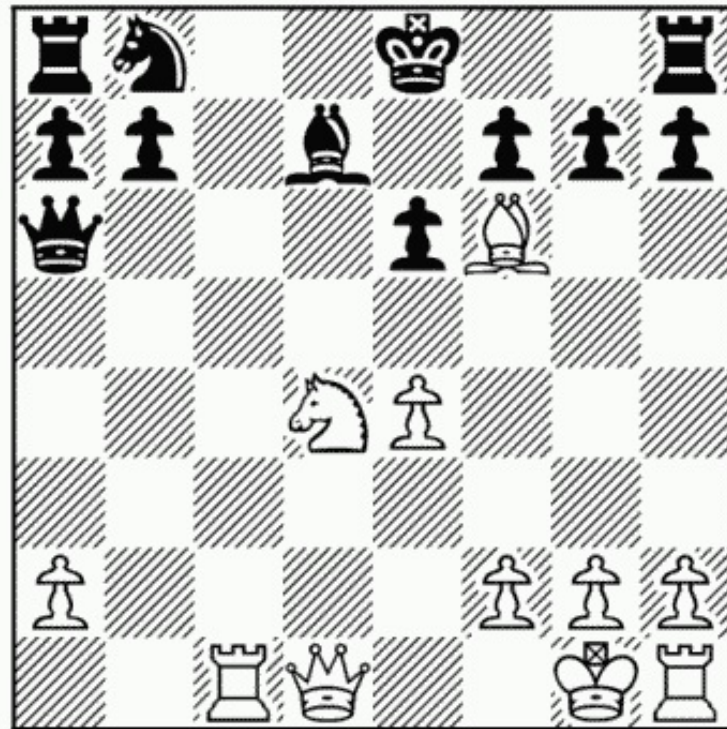


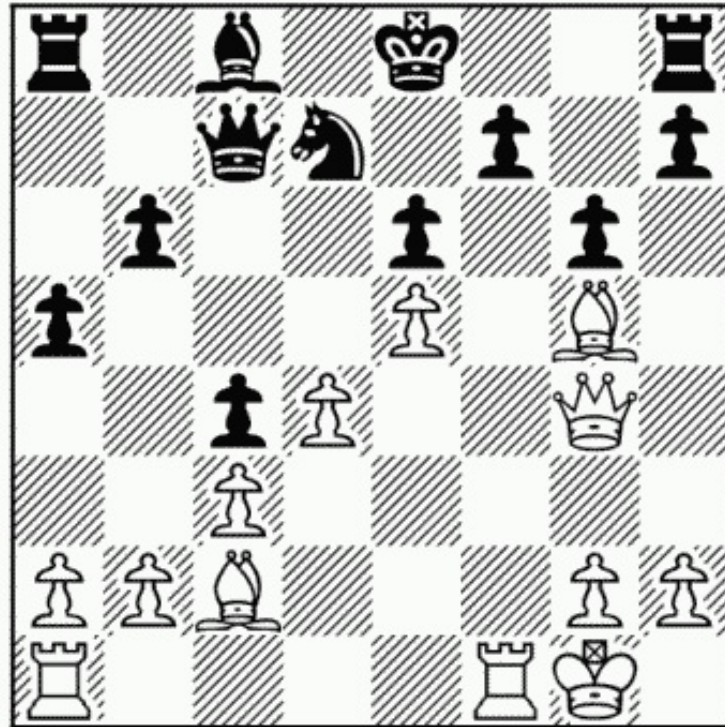
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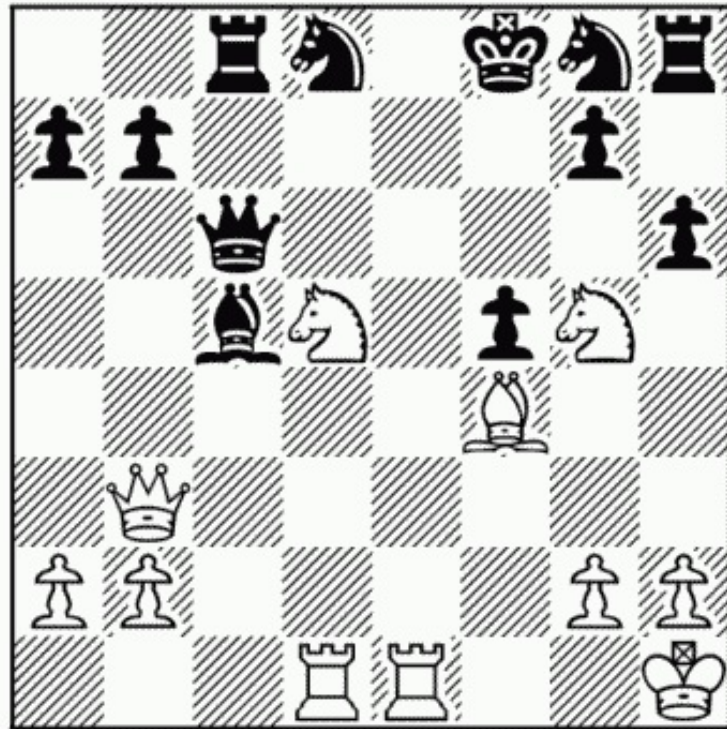
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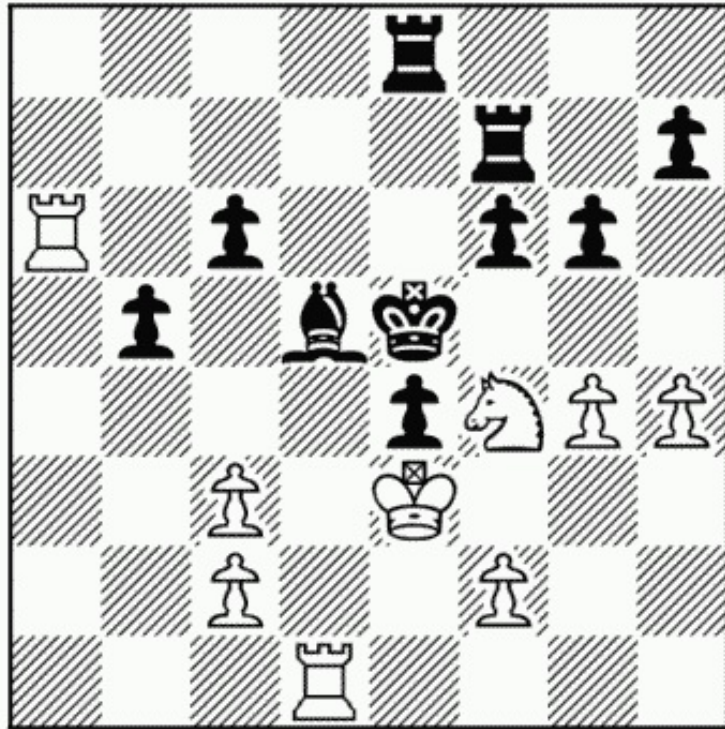




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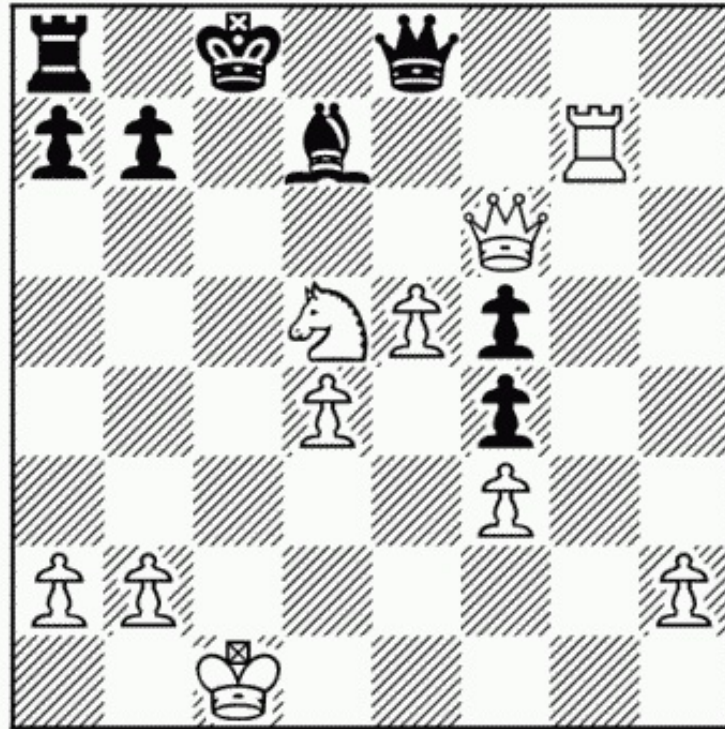


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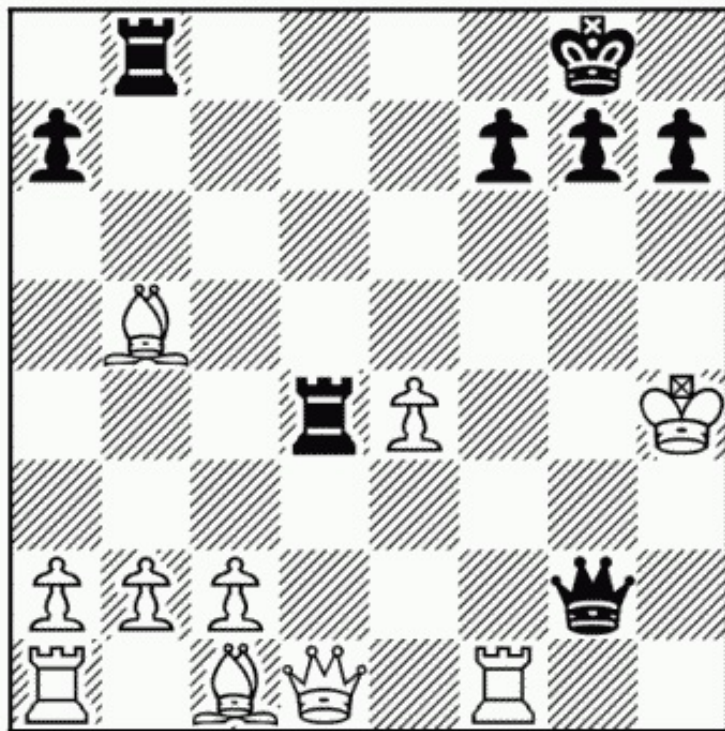


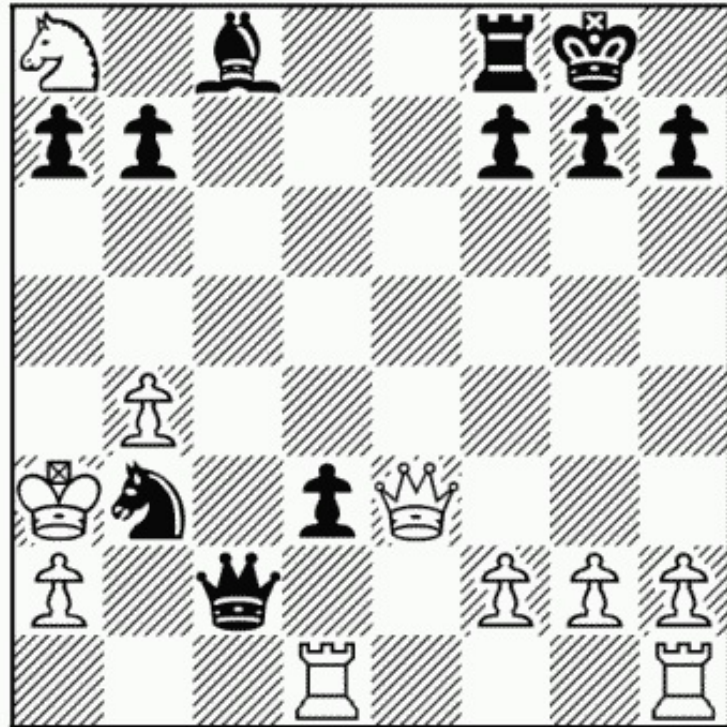
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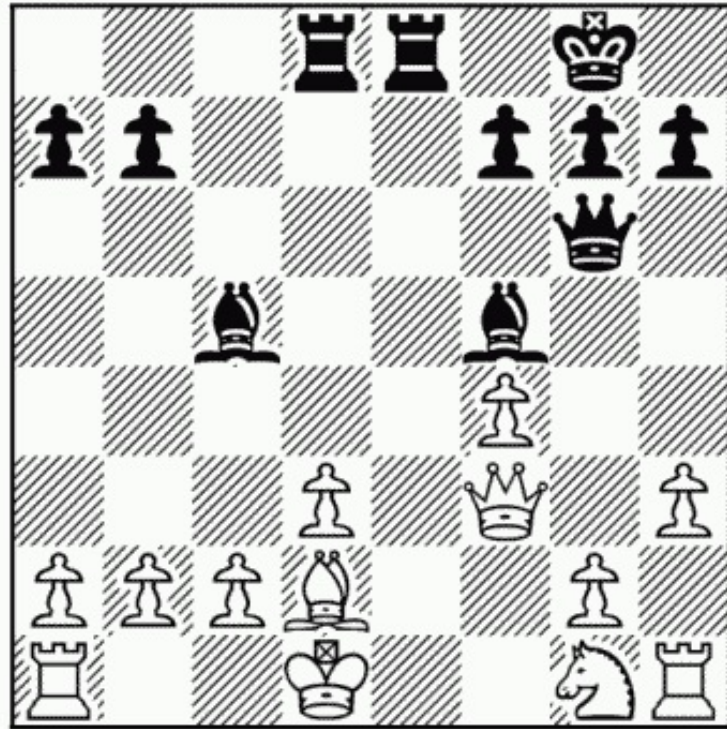


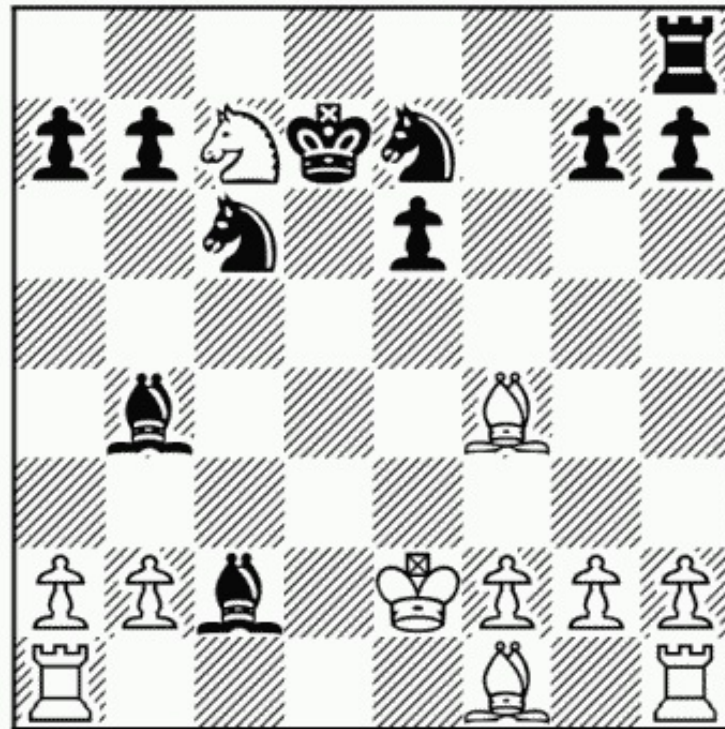
*Black Moves First*

[901](#)















## **20. The Weakened Castled Position**

In the previous section you've seen how the unprotected, uncastled king becomes the target of many kinds of brilliant attack. By castling, the king acquires a certain immunity against attack; but it is a mistake to assume that castling makes the king absolutely safe.

For example, a gap in the castled pawn position (as in Diagrams 911 and 917) exposes the castled king to attack and often brings on a devastating finish.

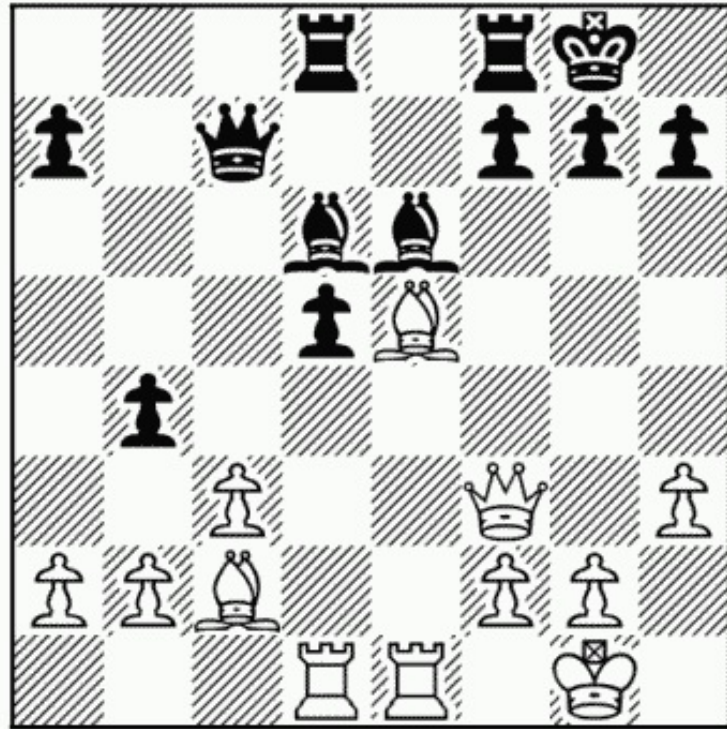
Likewise, the advance of one or more of the pawns in the castled position (as in Diagrams 908, 912, and 924) creates targets for hostile attack. Brilliant sacrifices are the order of the day and while they dazzle us, we must not forget that the positional weakness is the source of the attacker's inspiration.

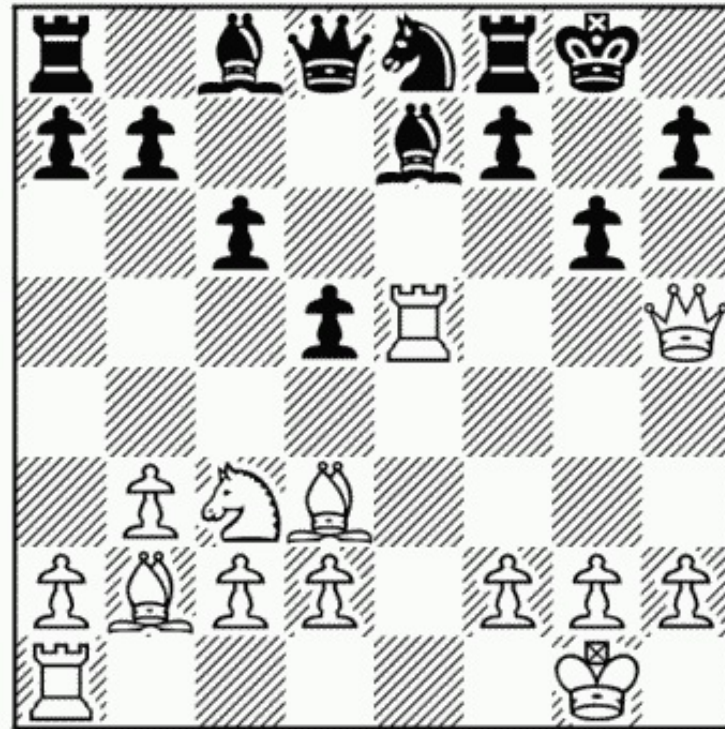
As previously pointed out, the absence of the defender's queen from the scene of action may prove costly to him. This is made clear in Diagrams 925 and 926 among others.

Note also that many attacks are brilliantly successful when they make use of open lines leading to the hostile king. Diagrams 928, 929, 932 and 941 are among the many valuable examples of this instructive theme.

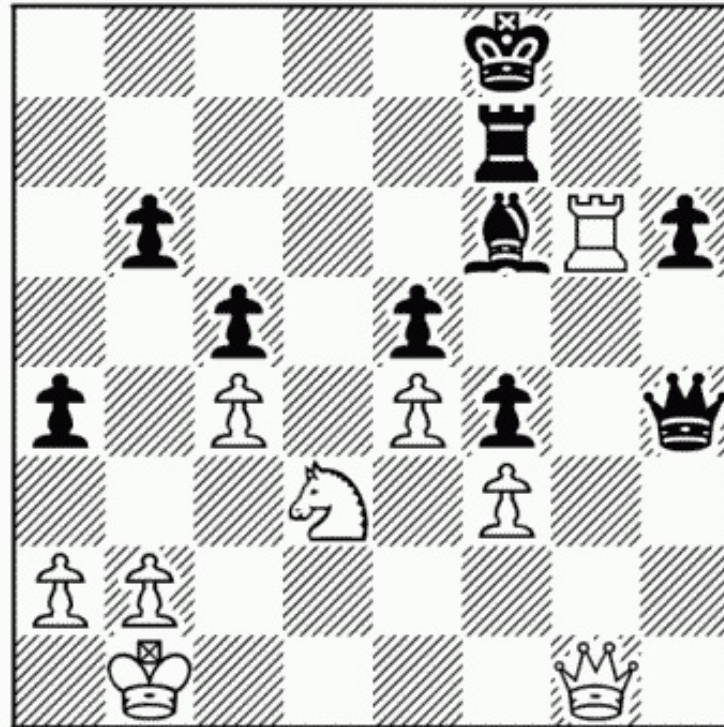
*White Moves First*

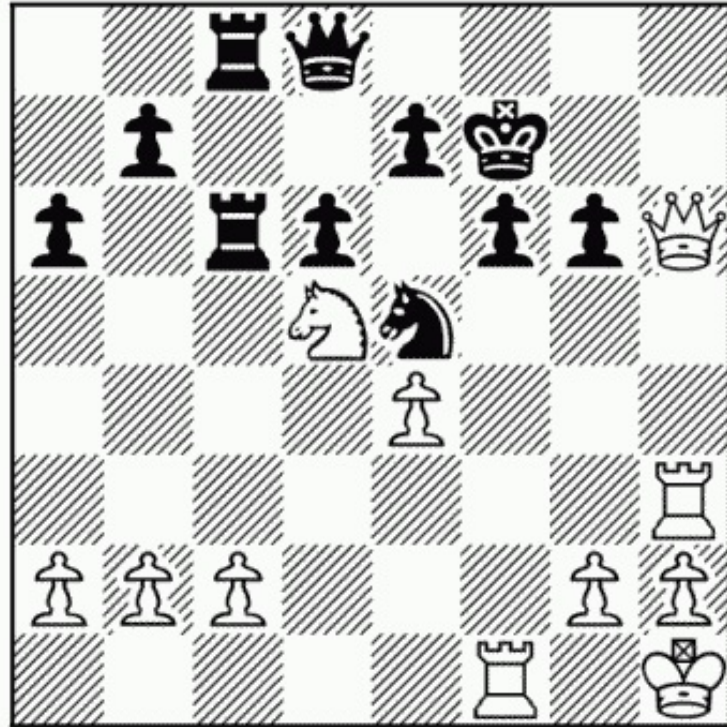
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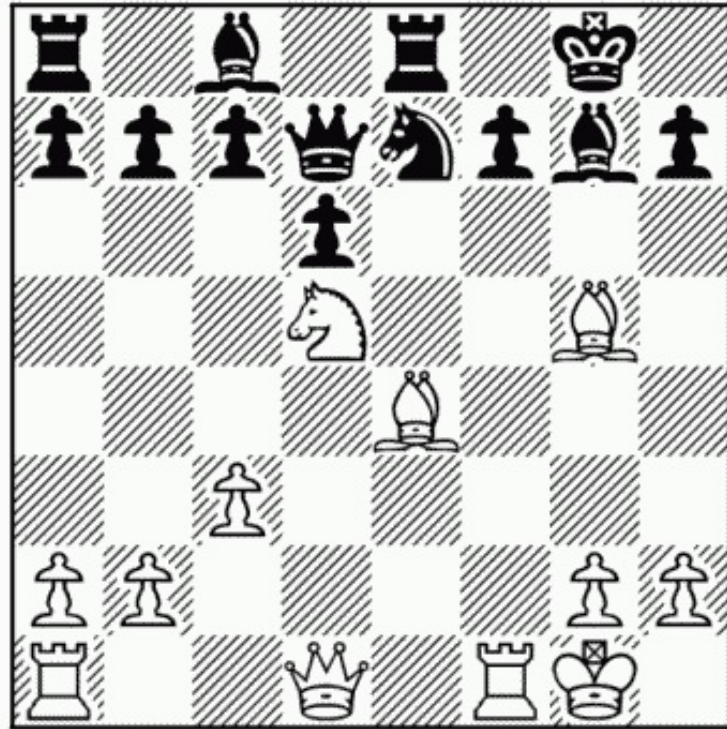


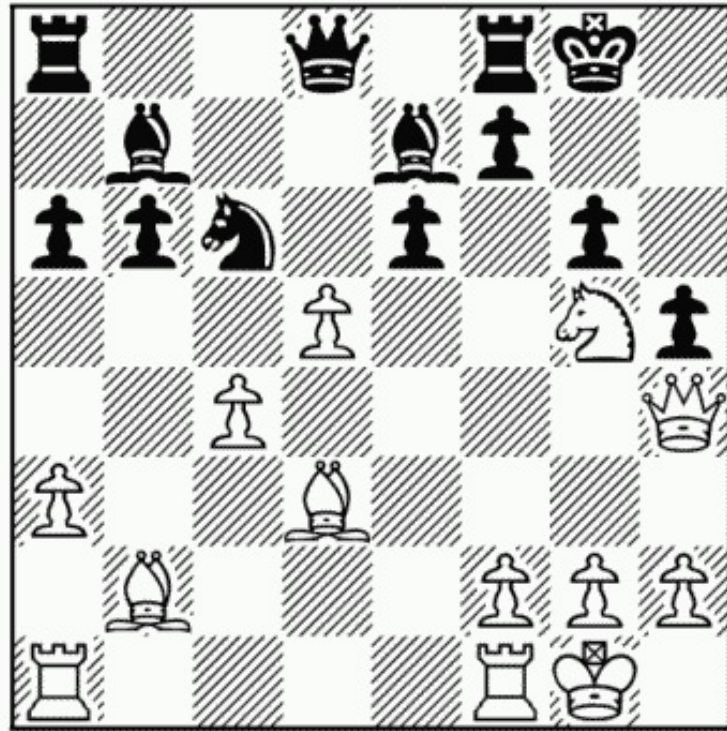


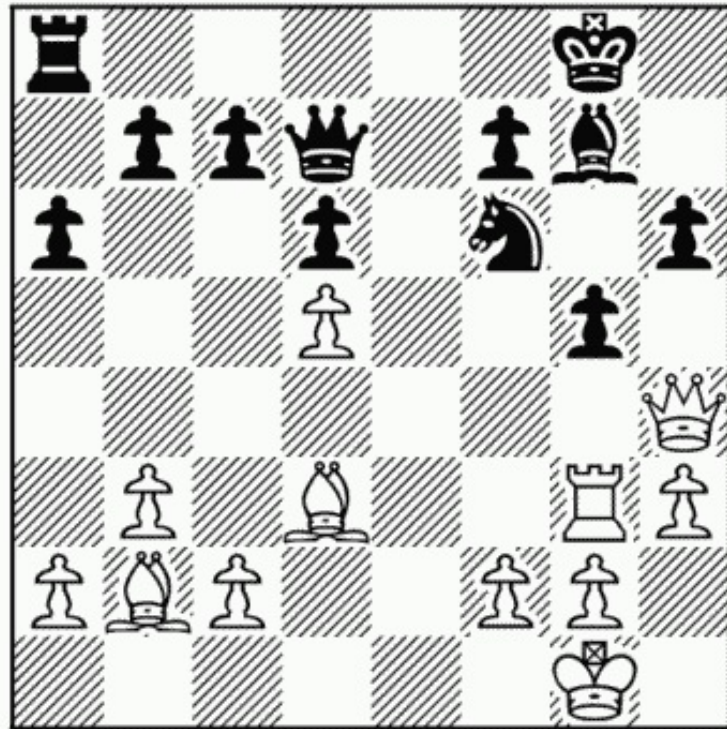




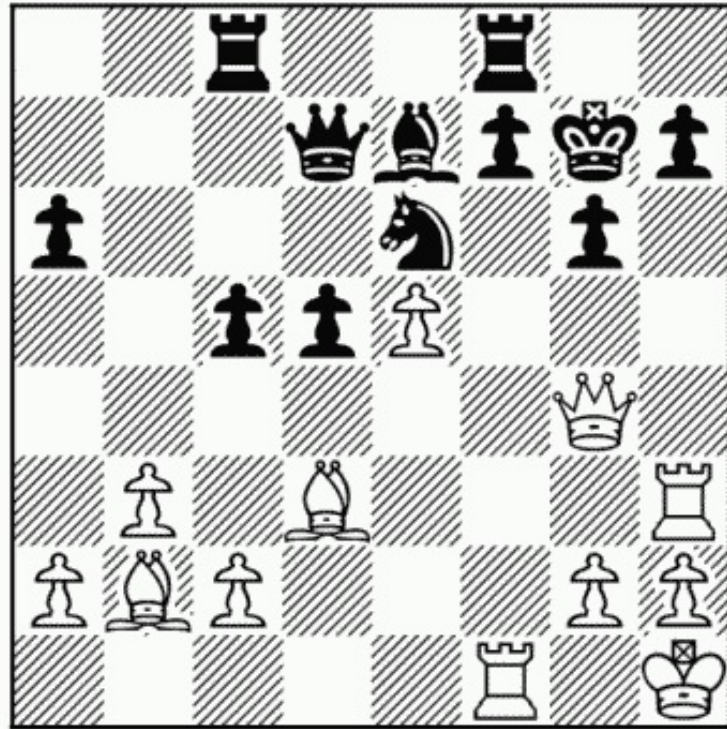




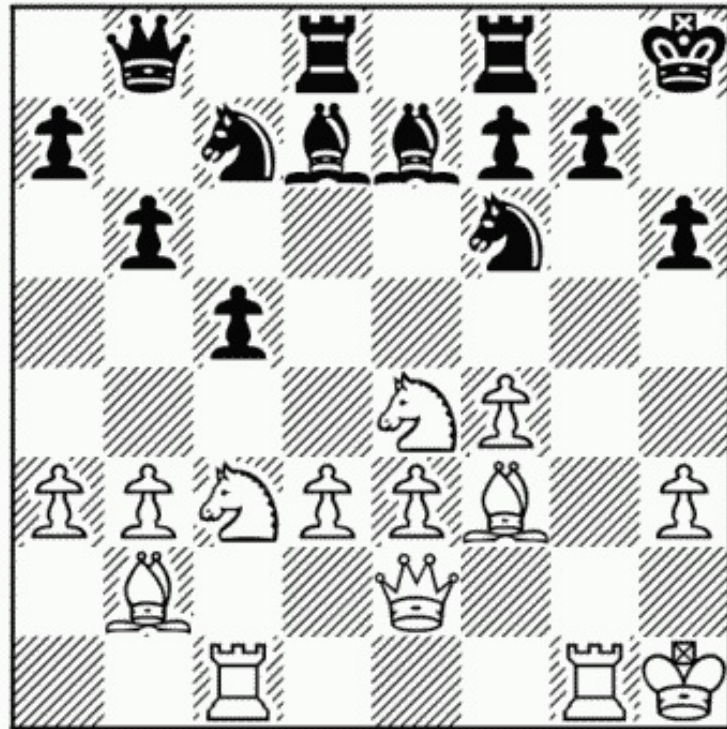




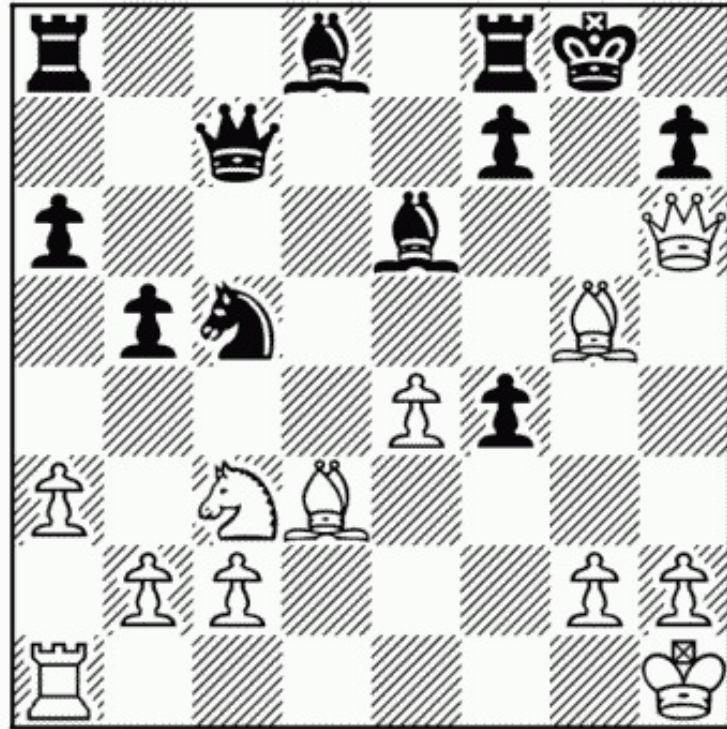


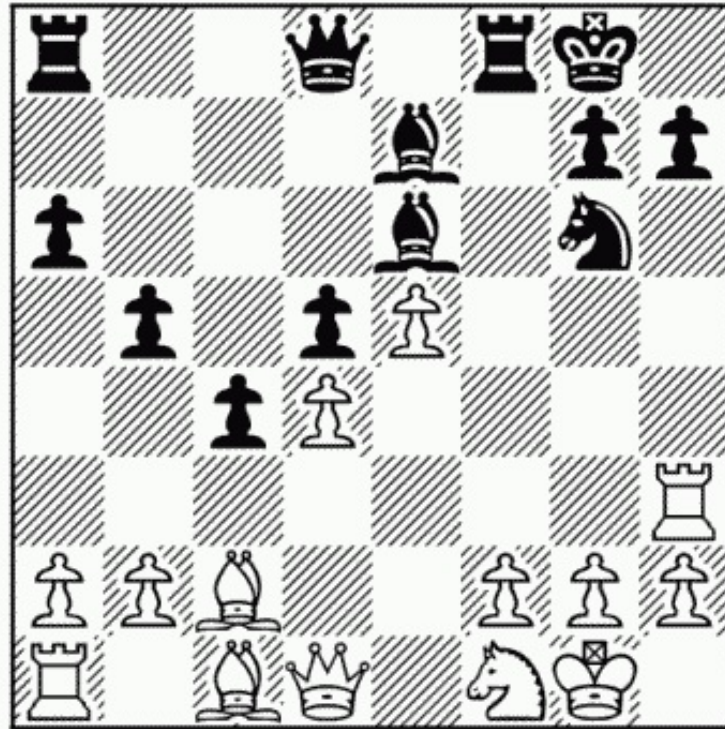




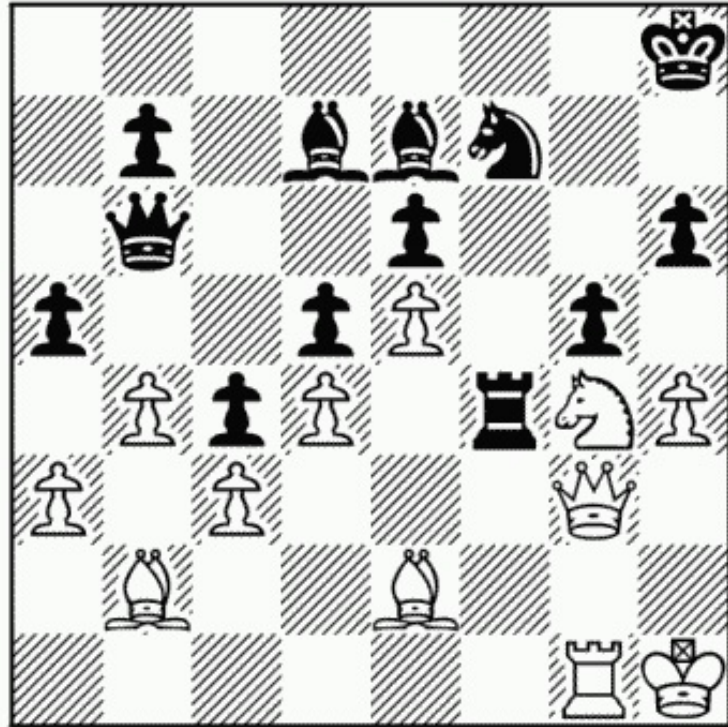


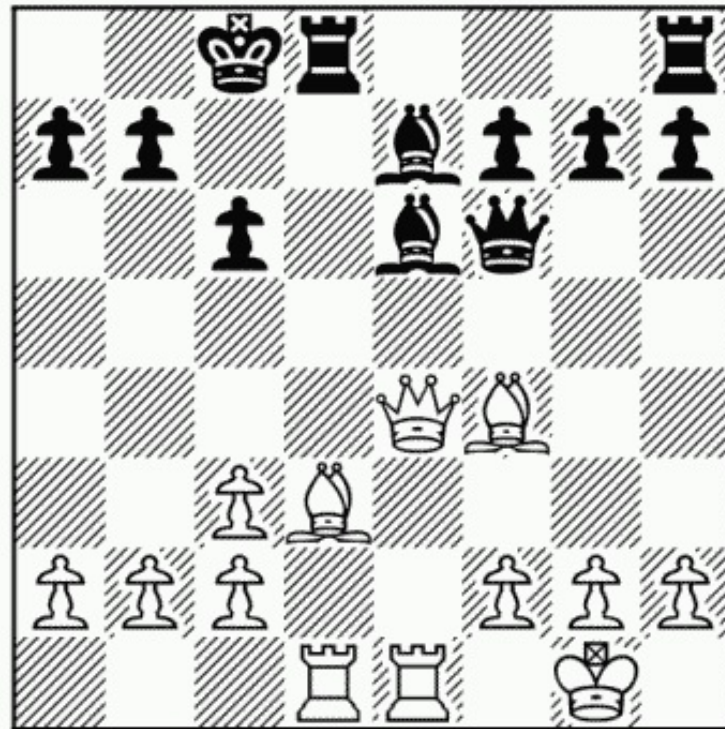
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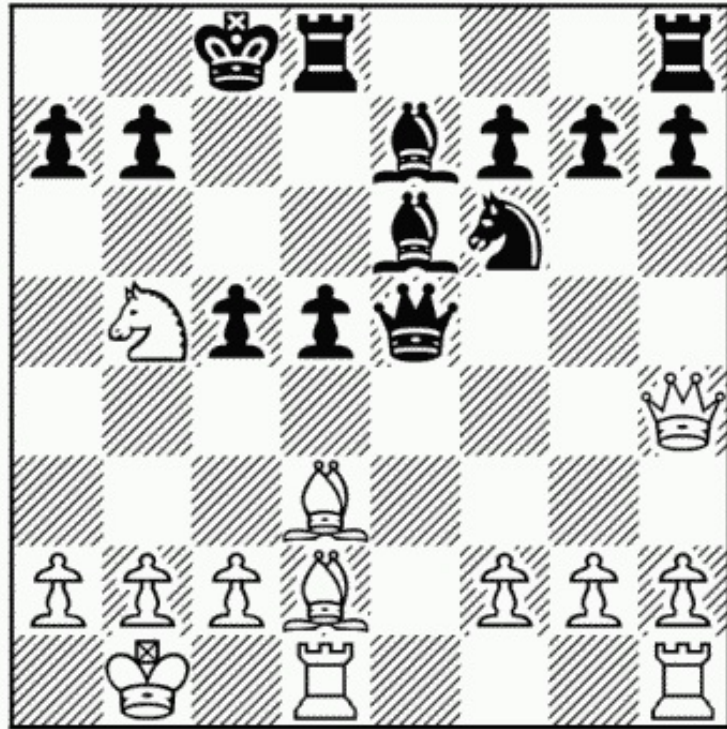


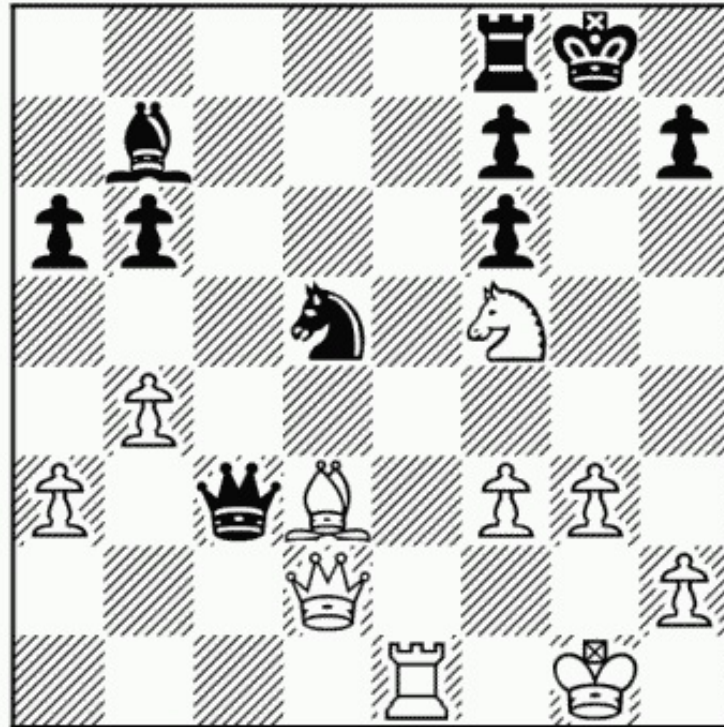


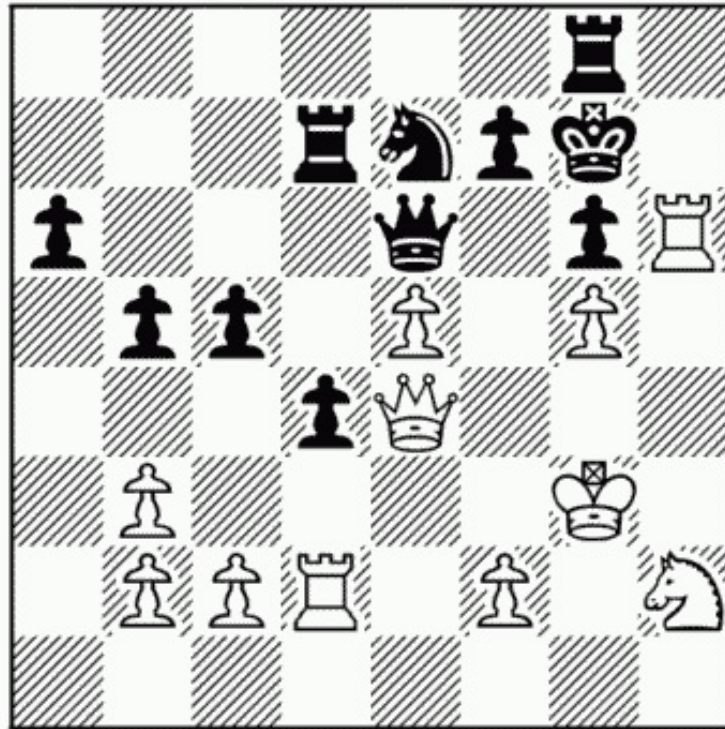




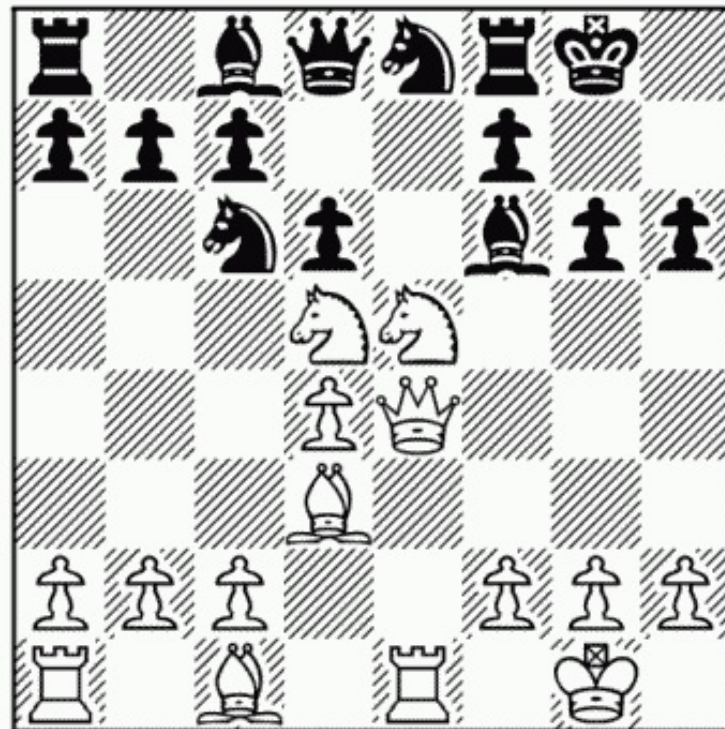


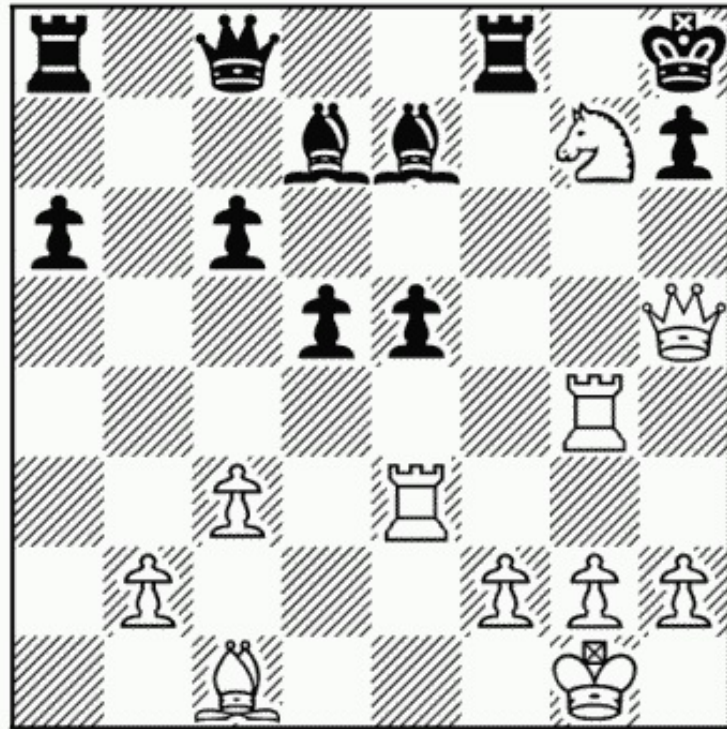


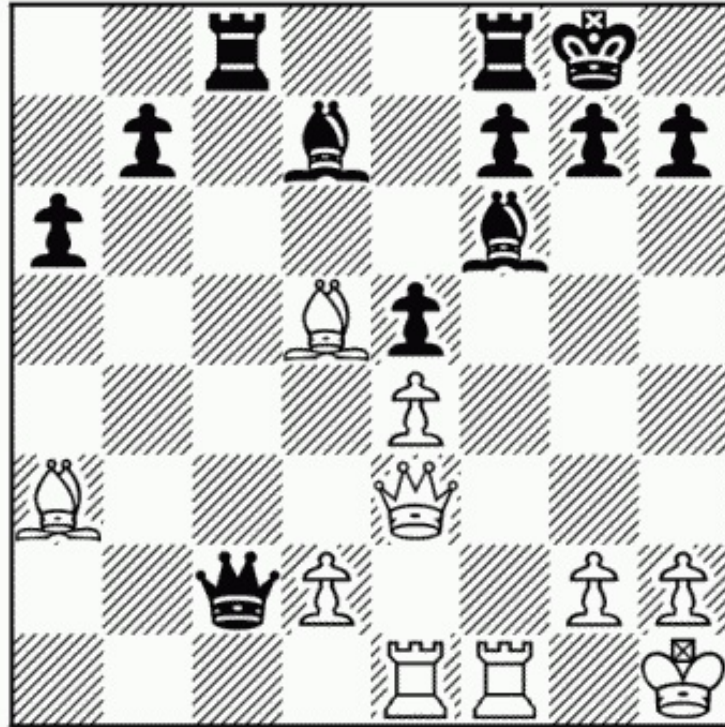


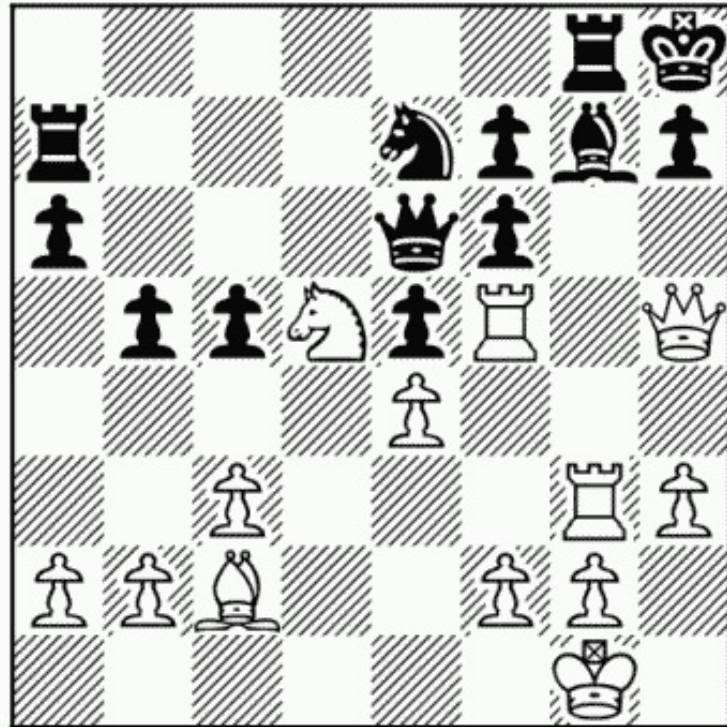


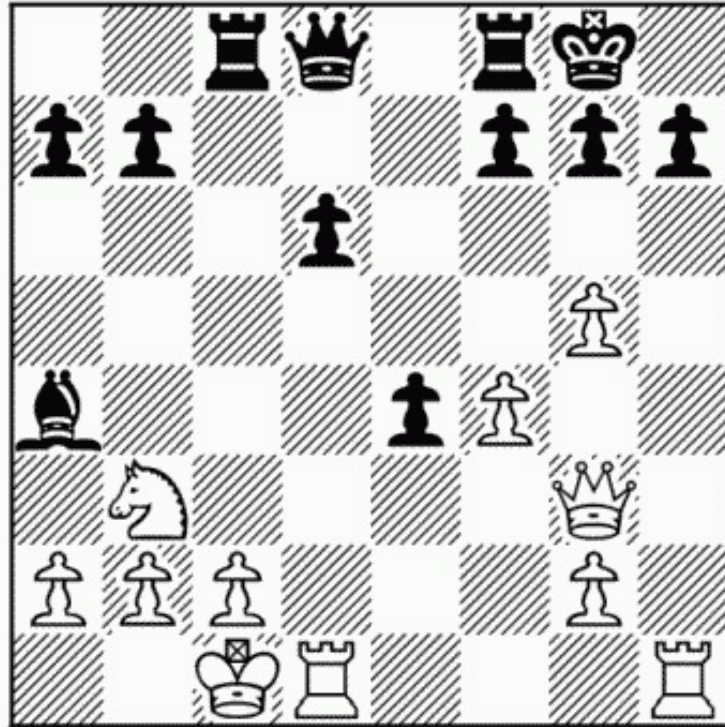




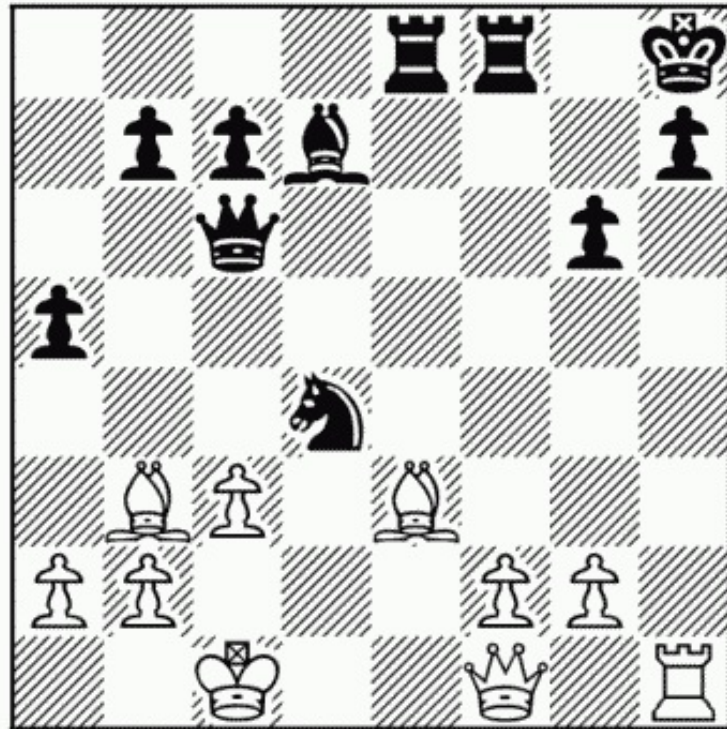


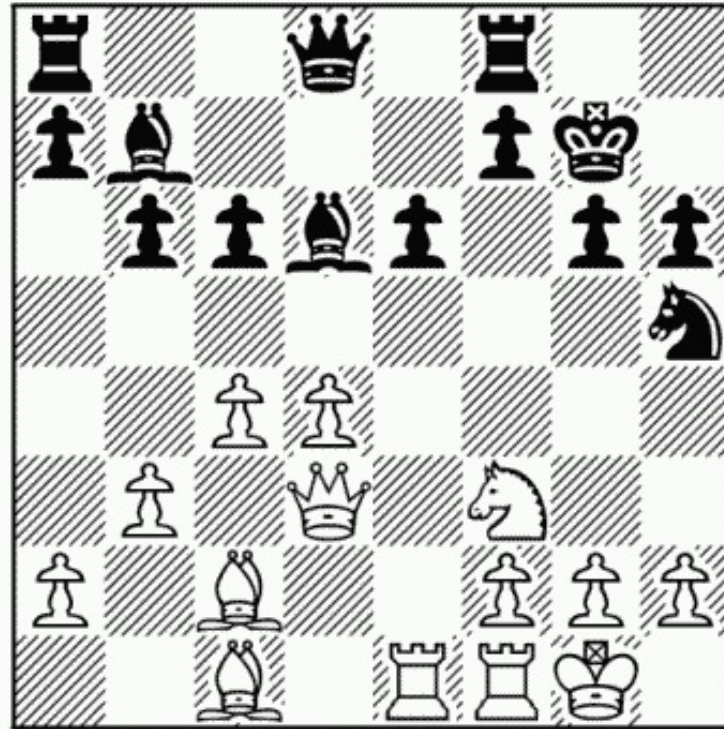


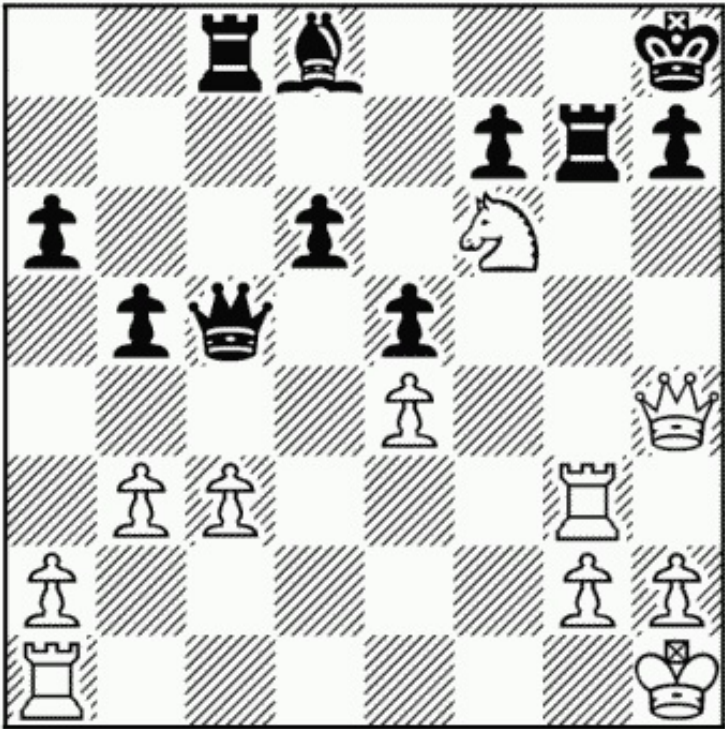


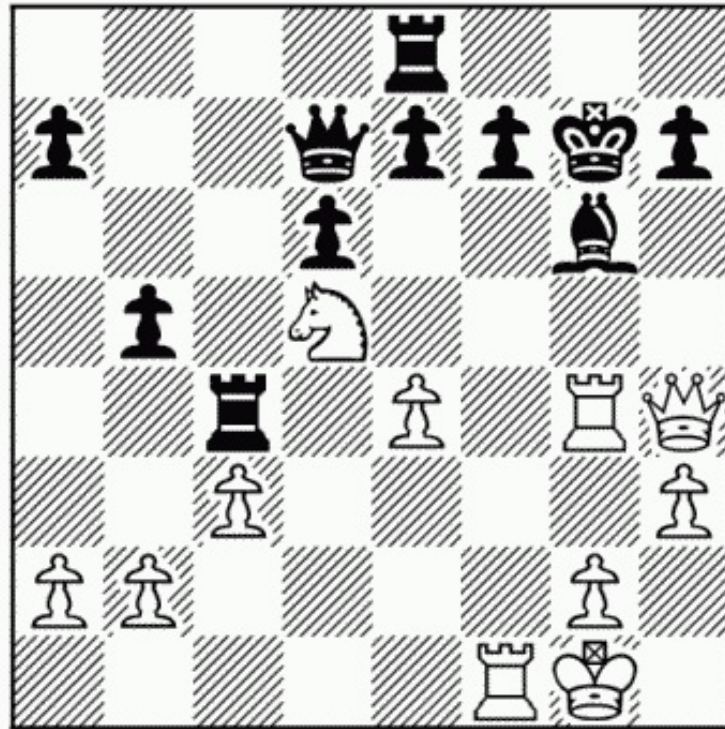


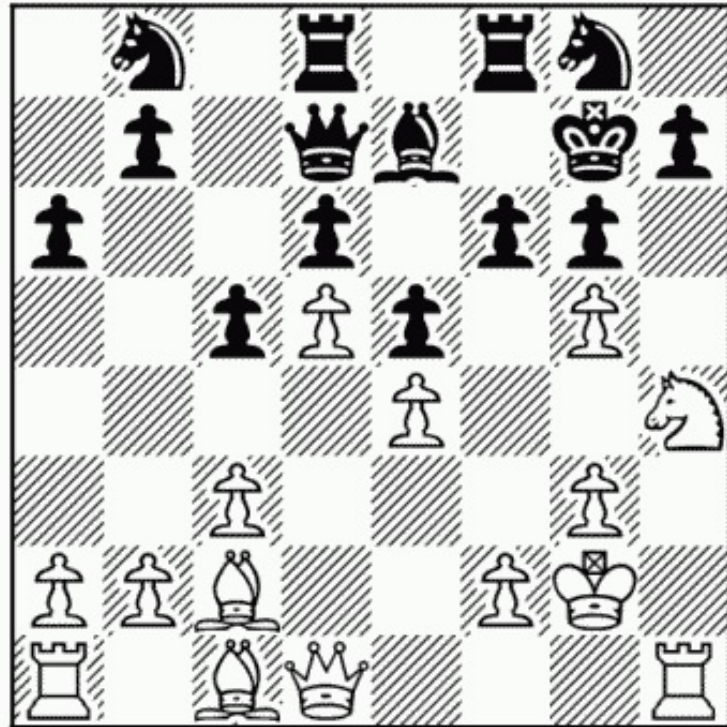






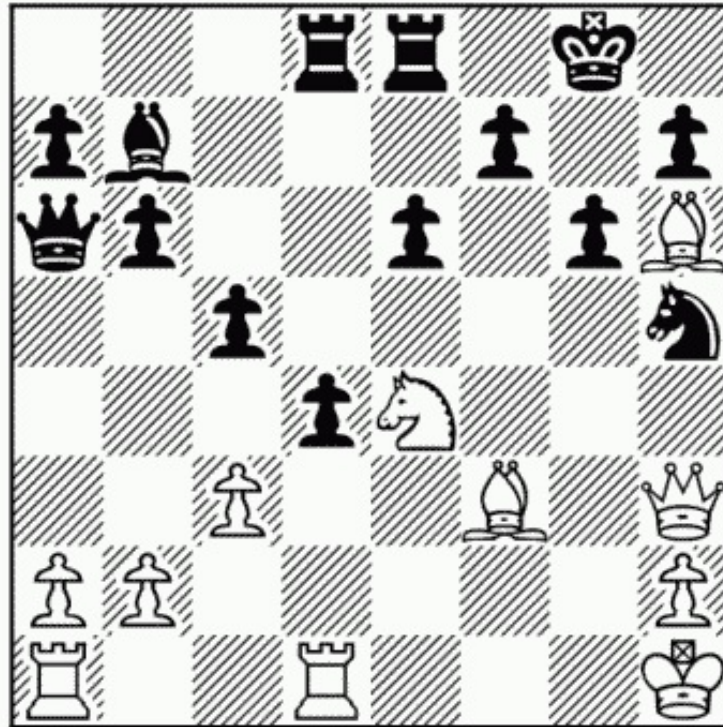


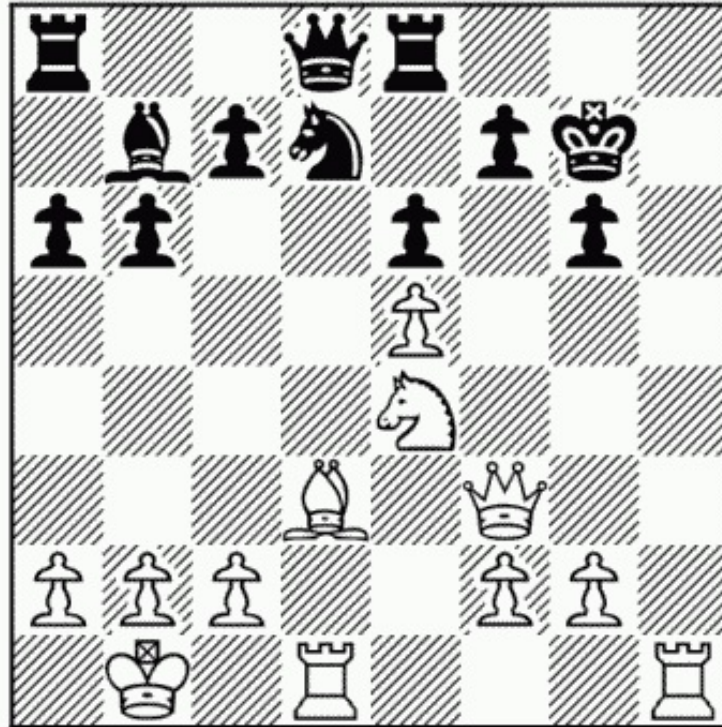


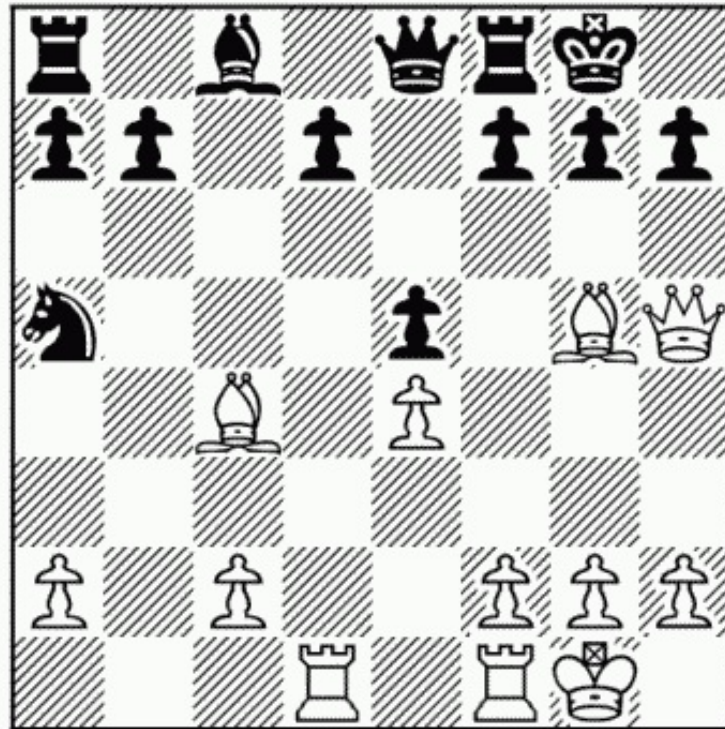


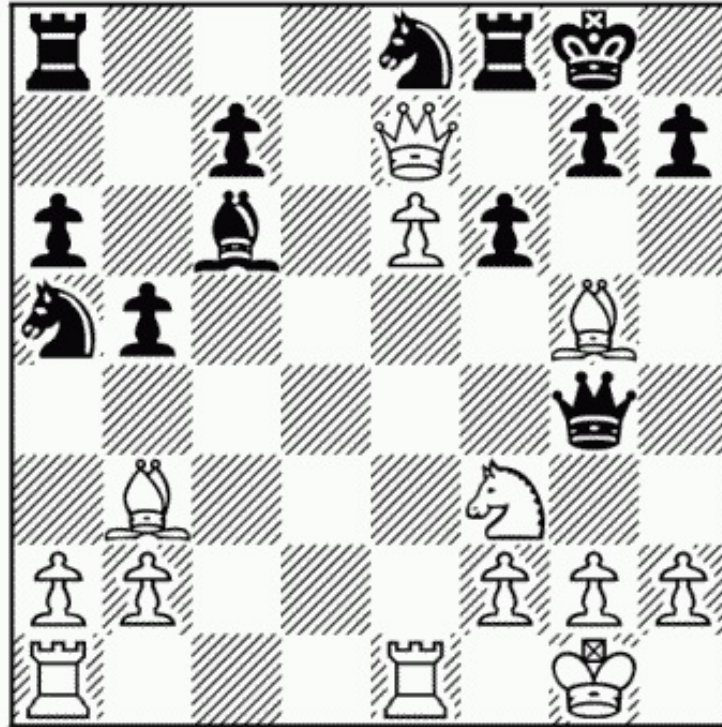


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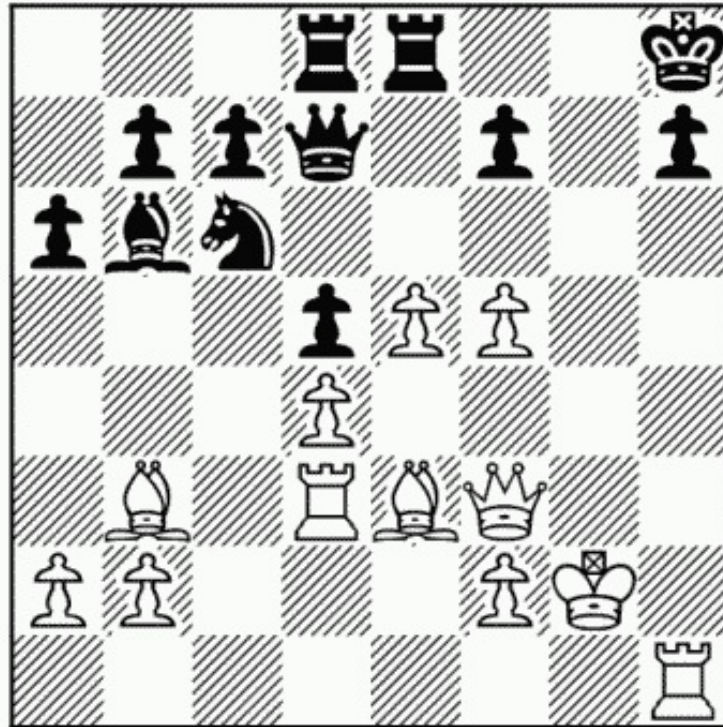




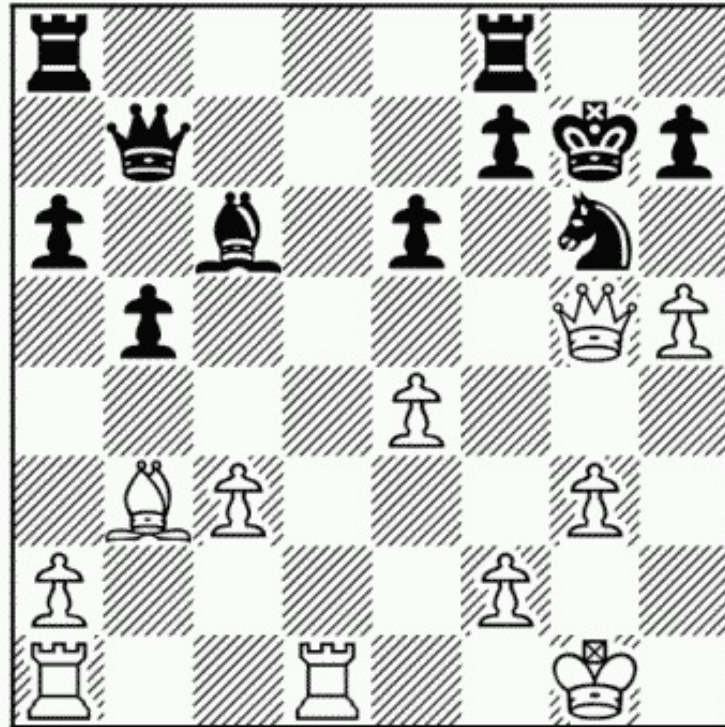


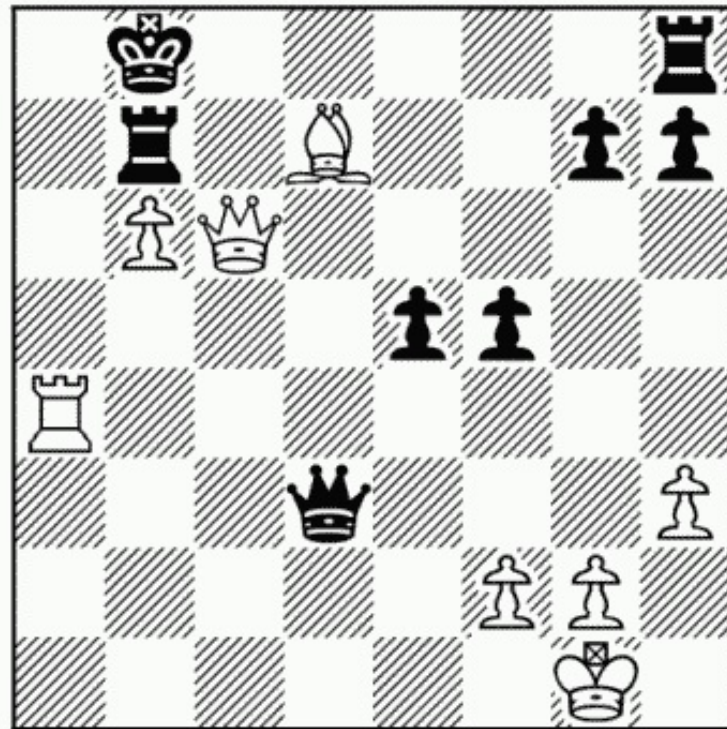


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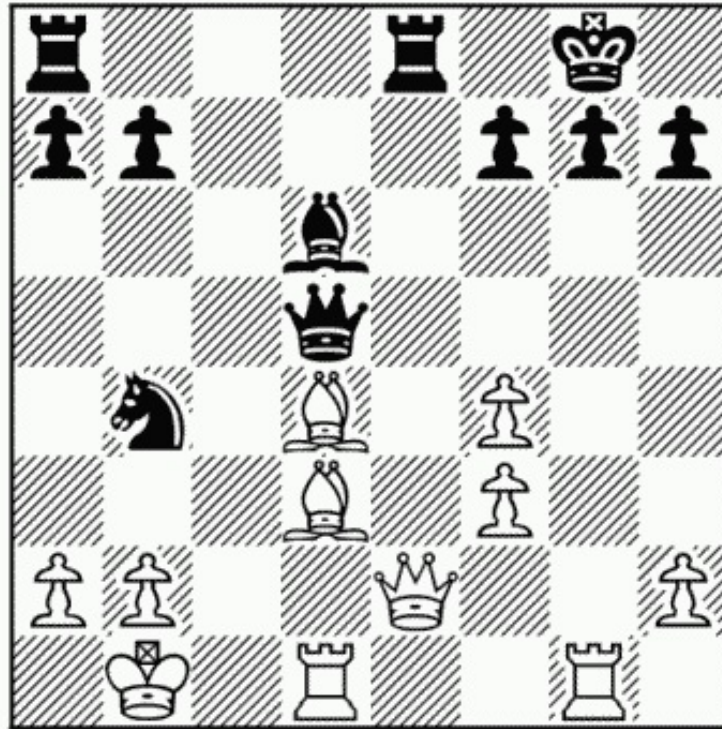




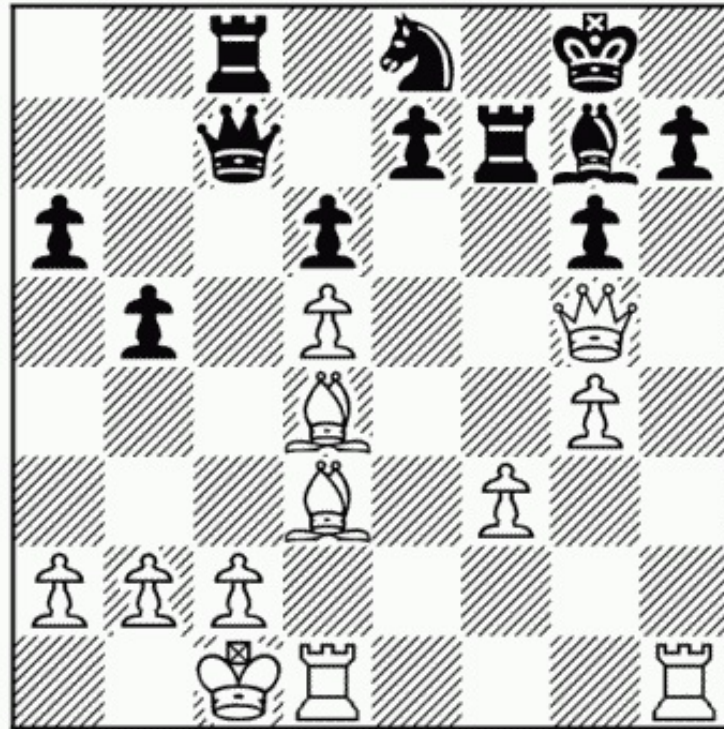




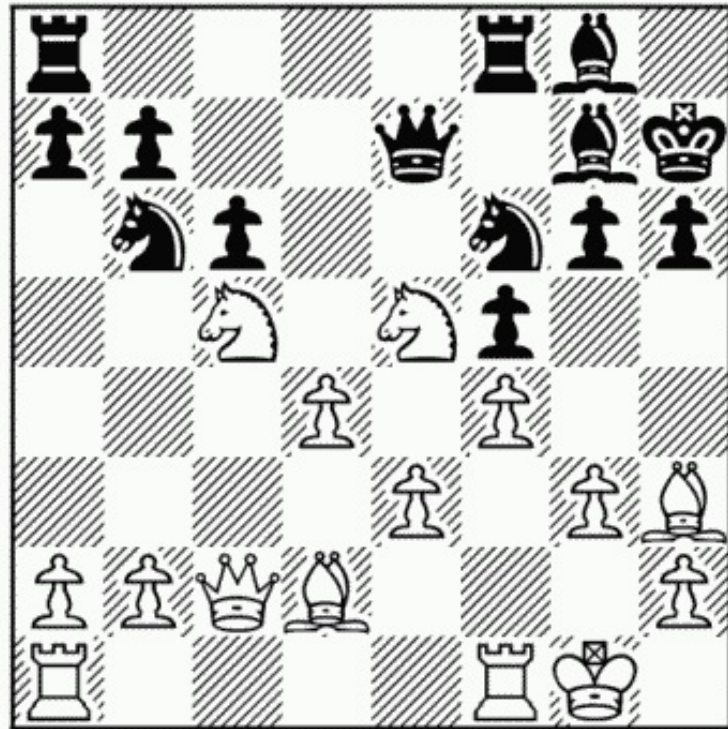
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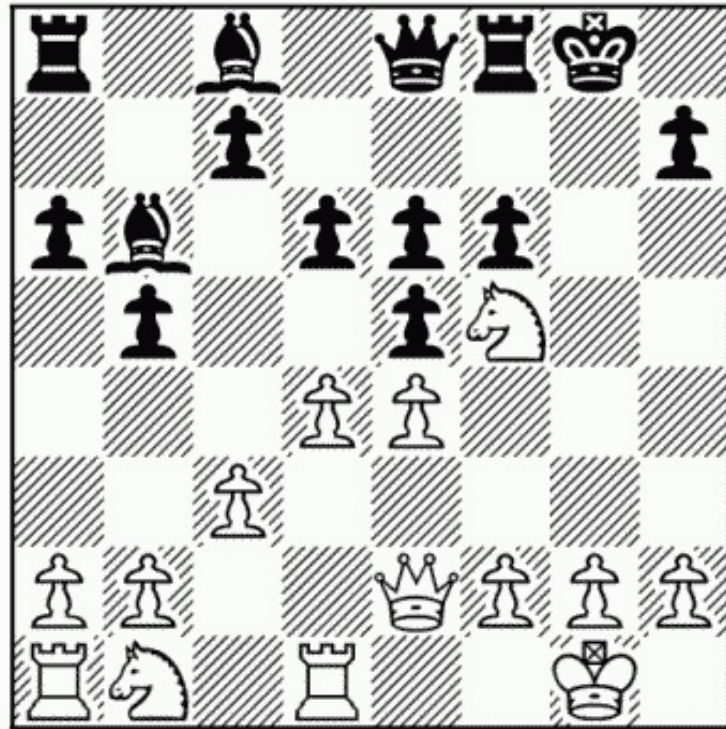
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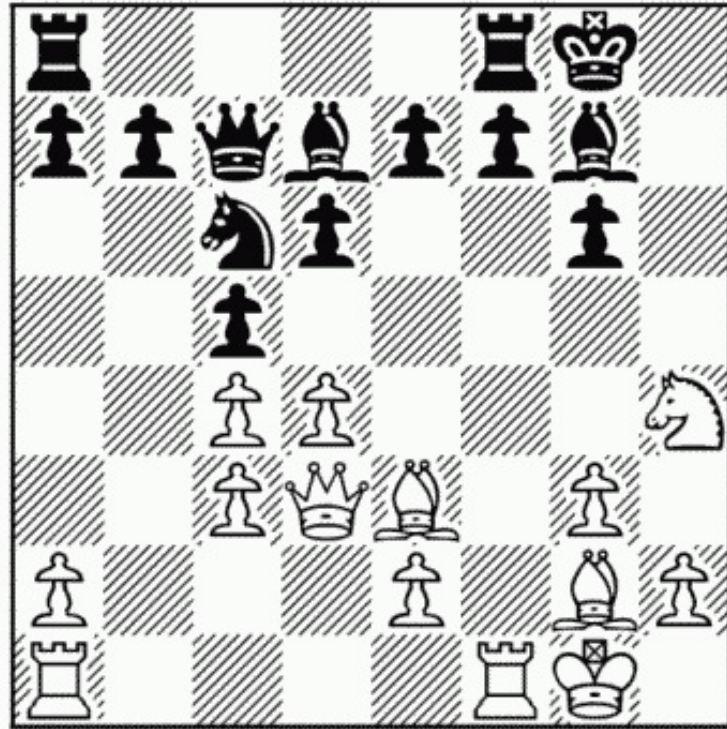
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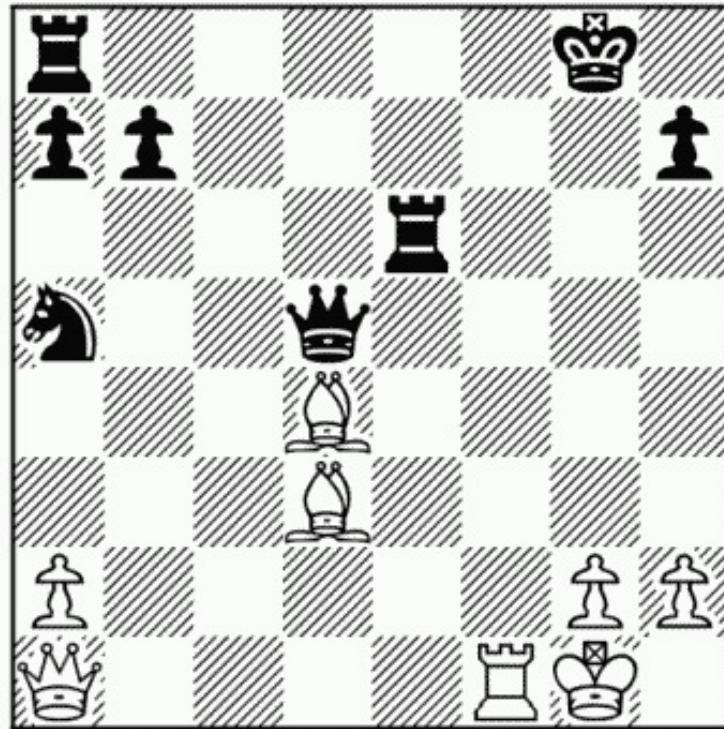




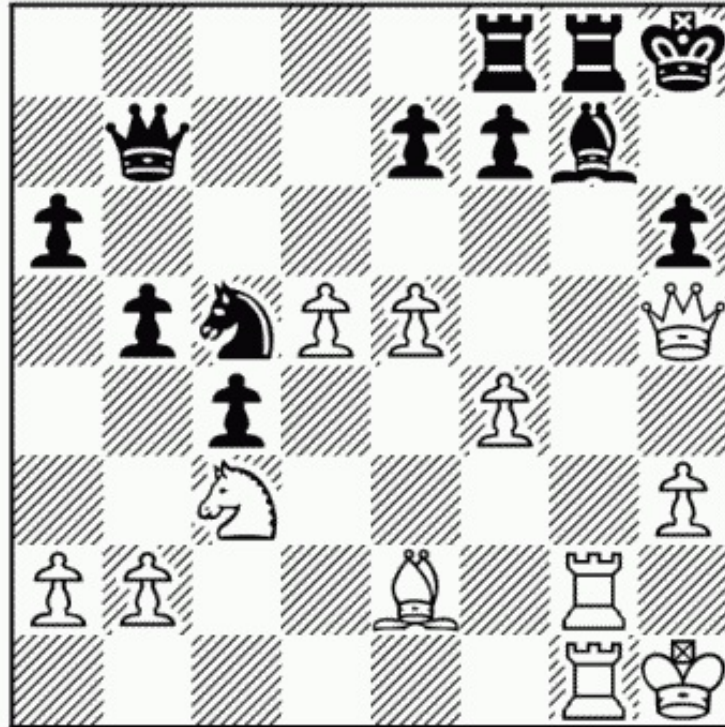
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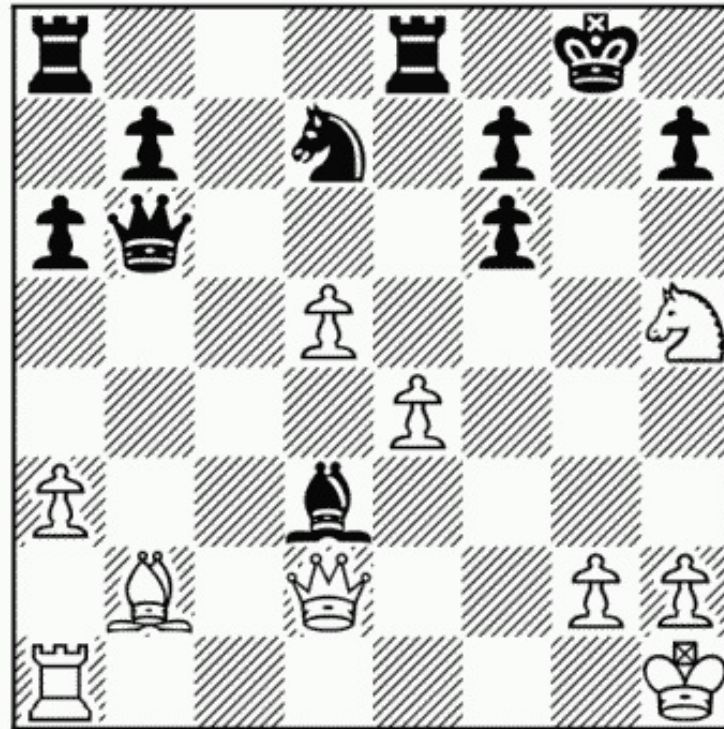


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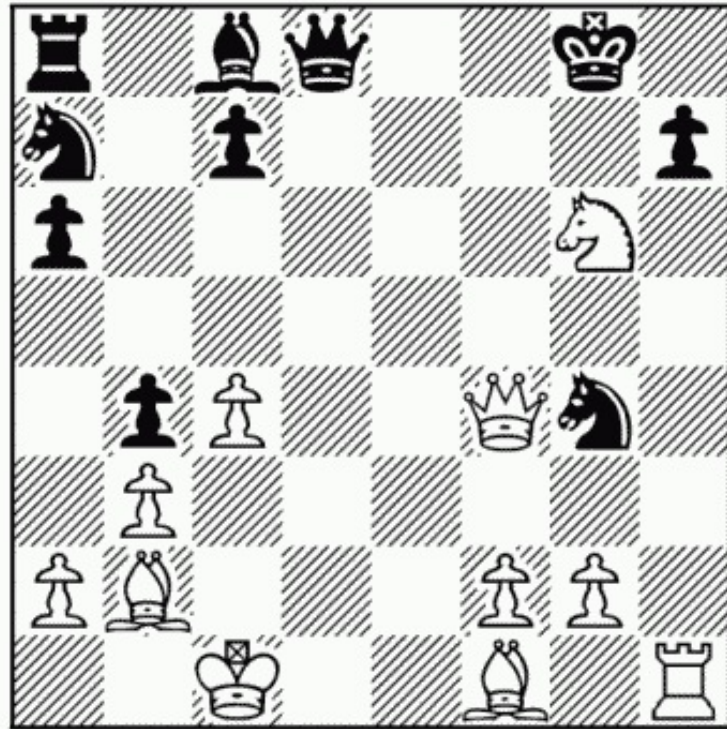
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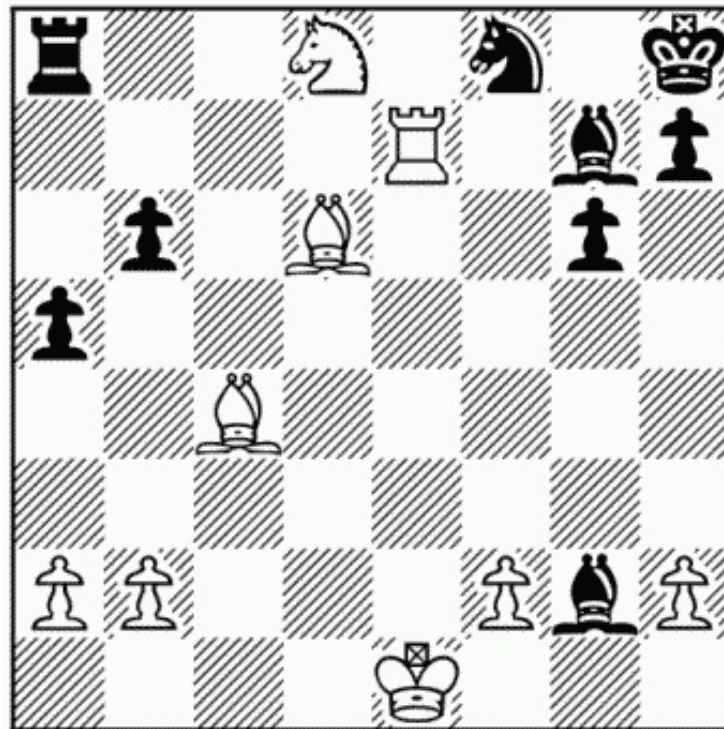


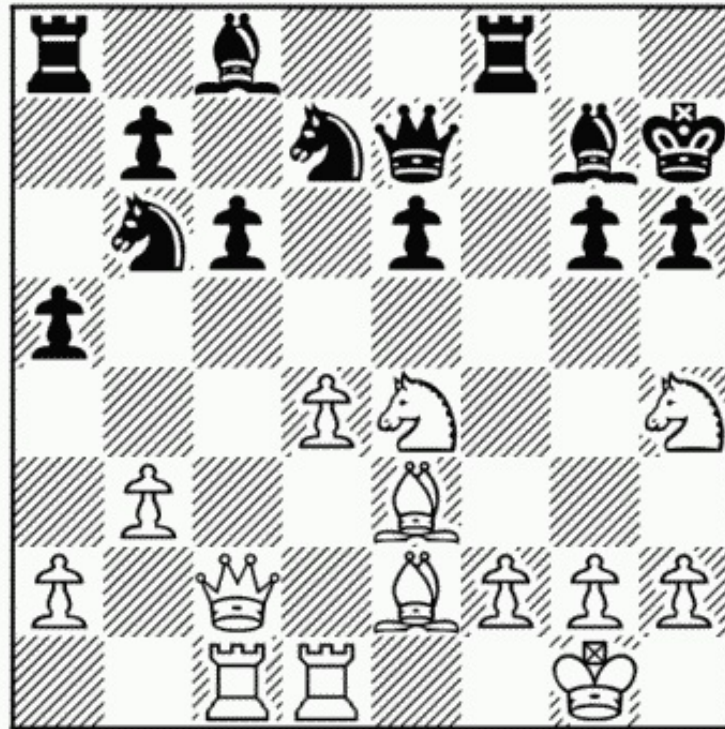


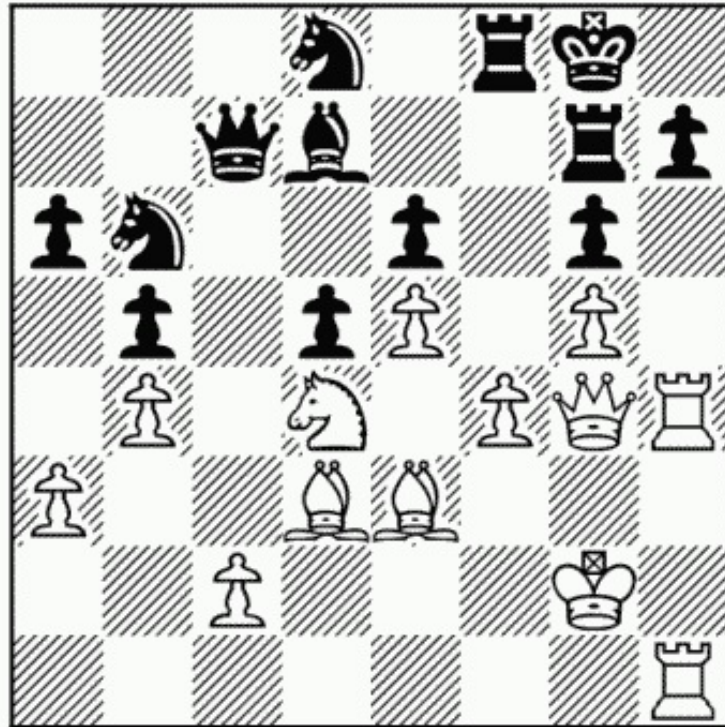
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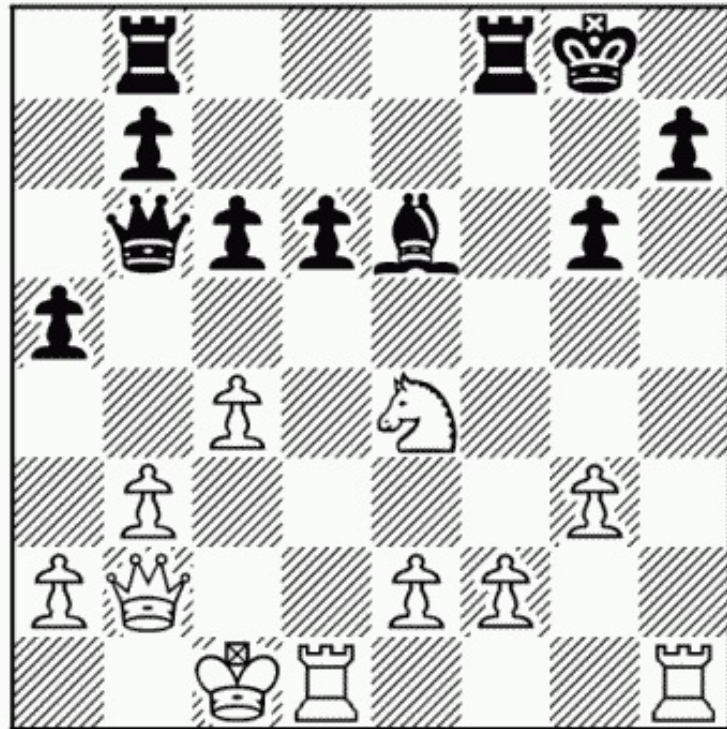


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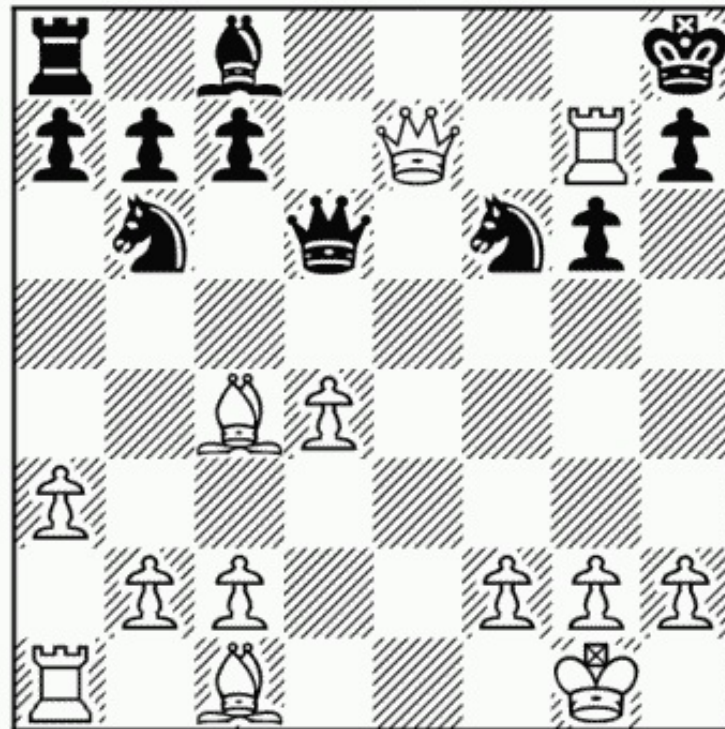




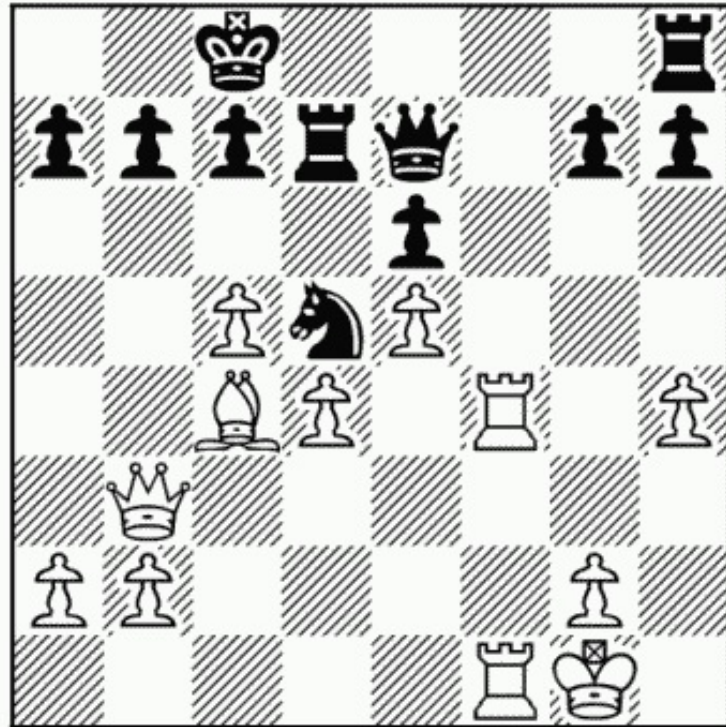


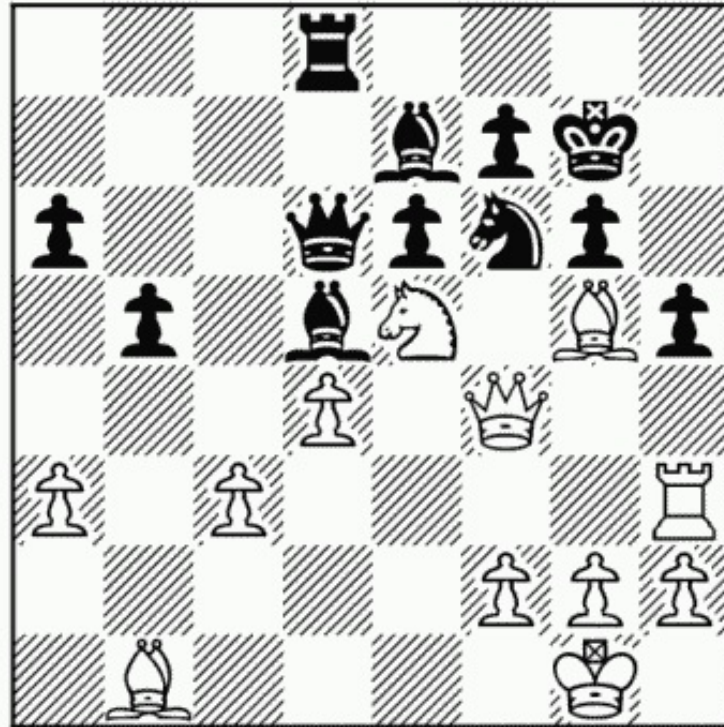


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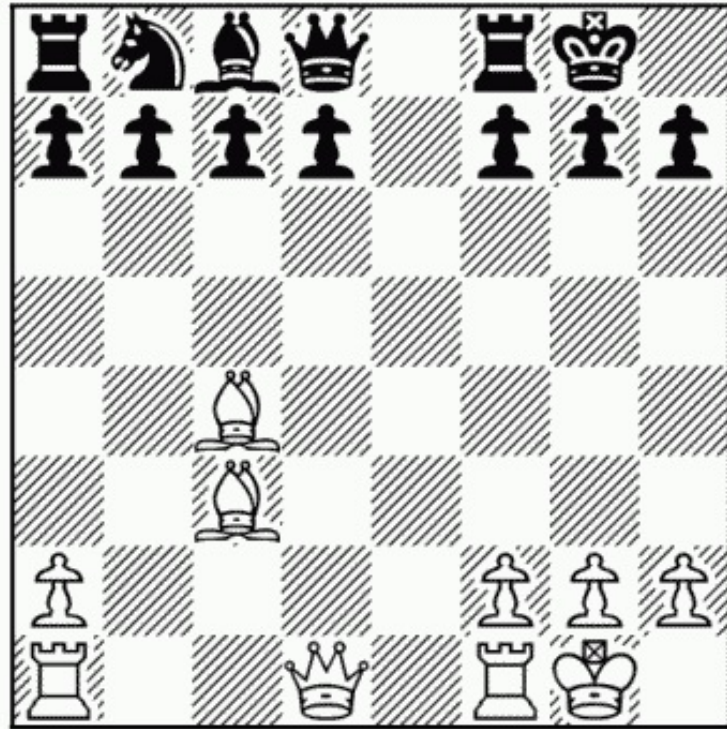


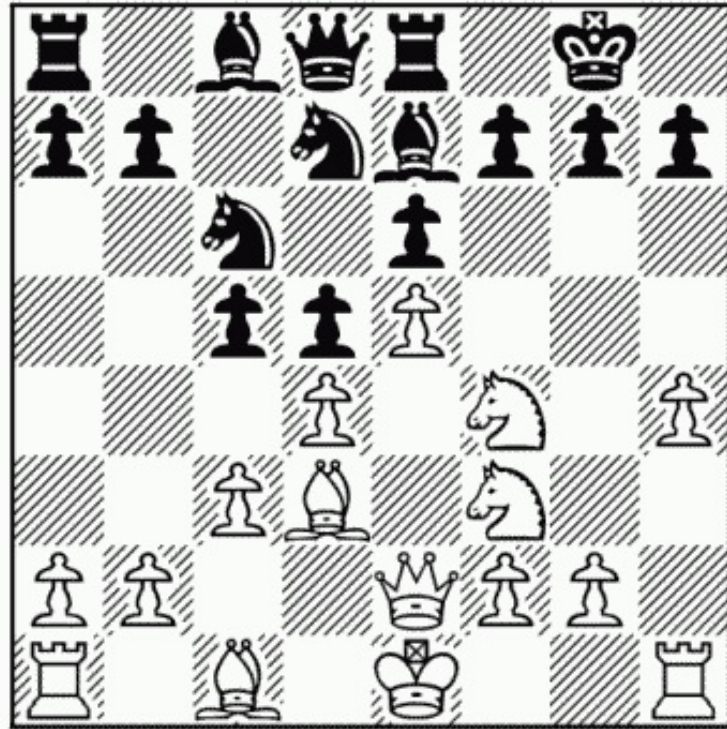
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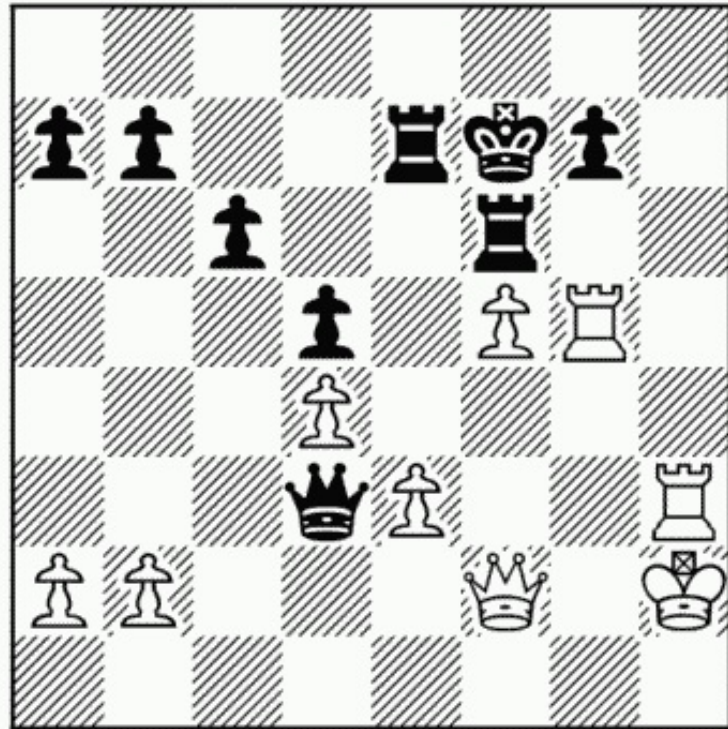
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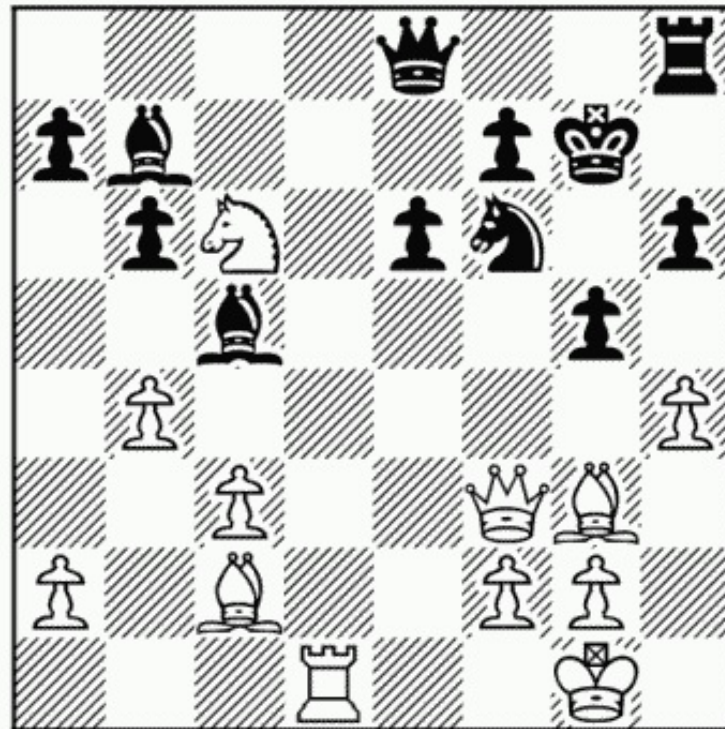




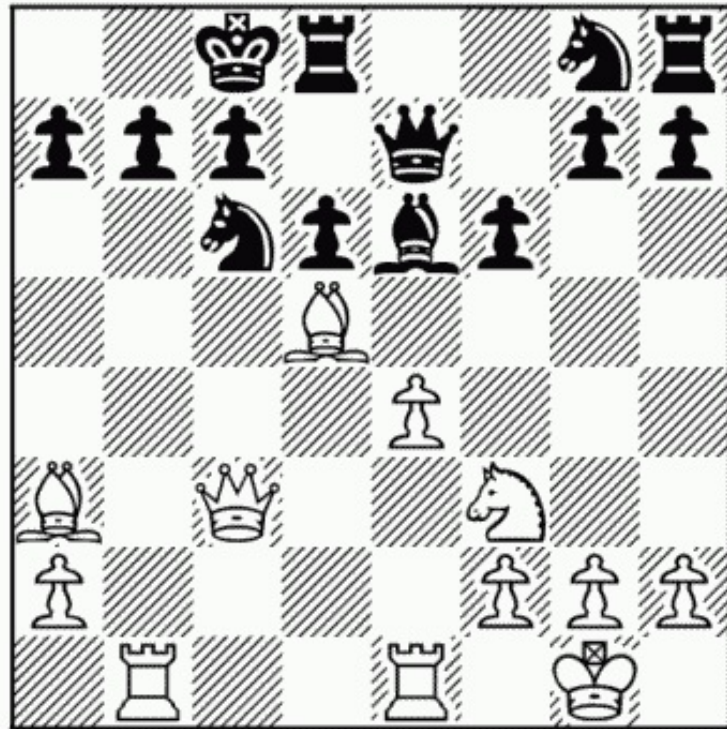


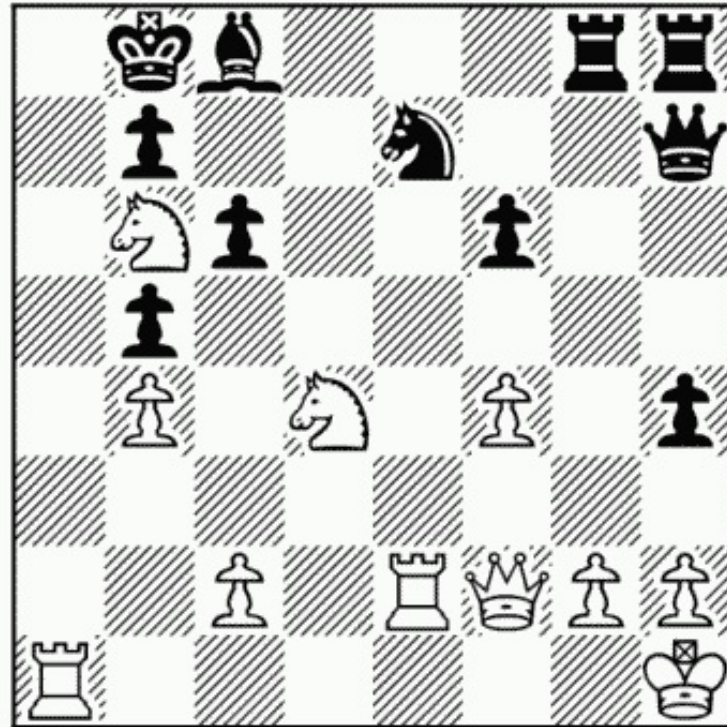
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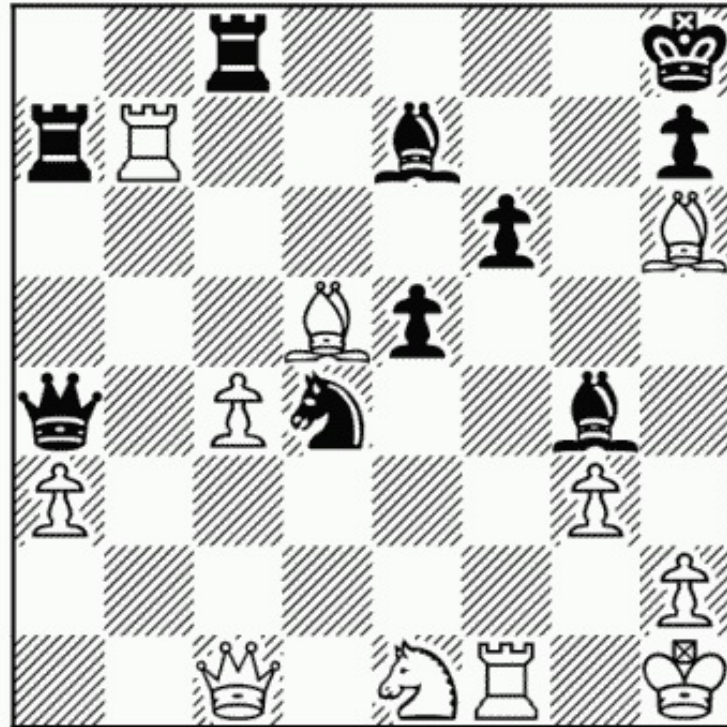




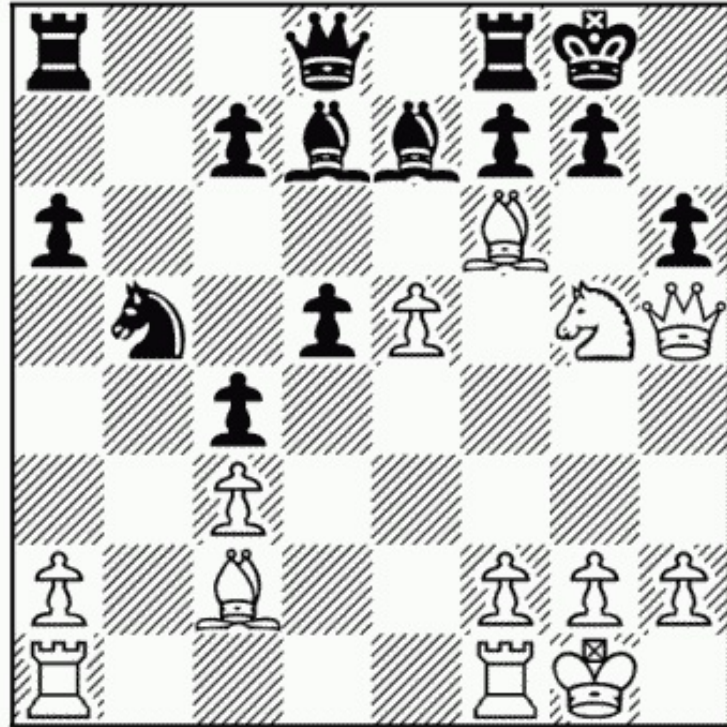
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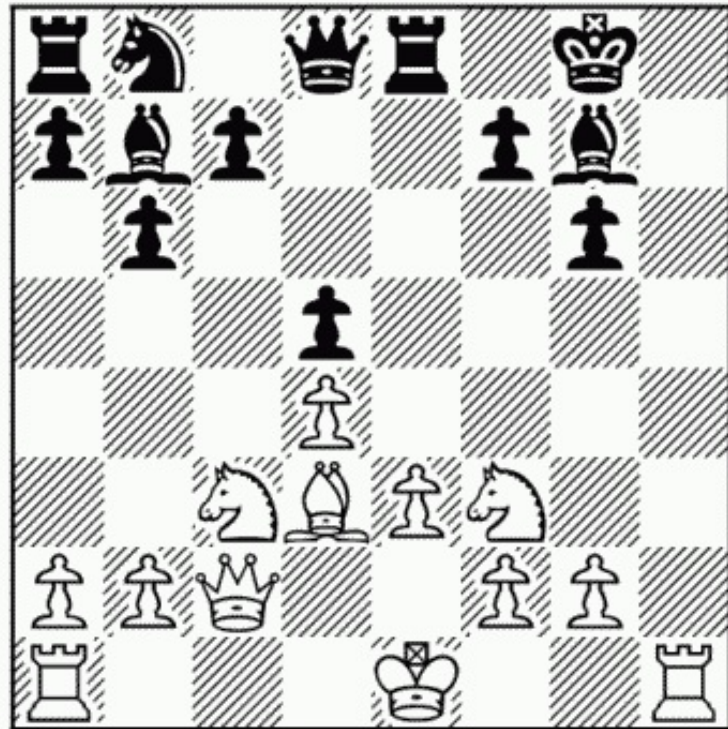


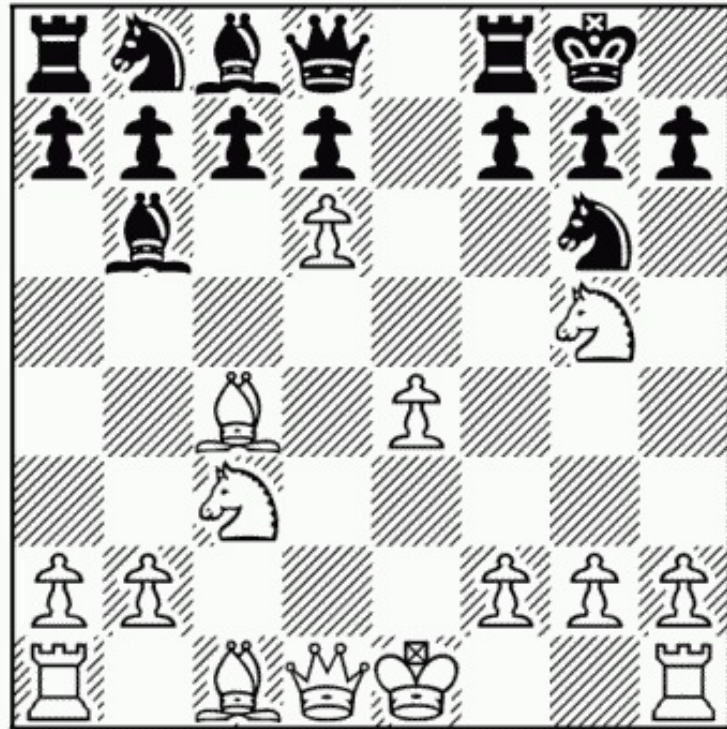


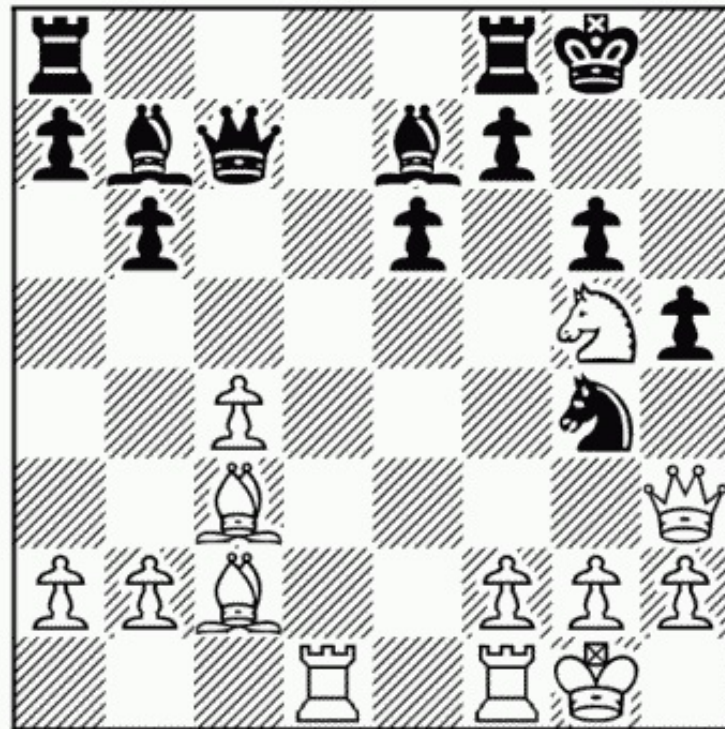


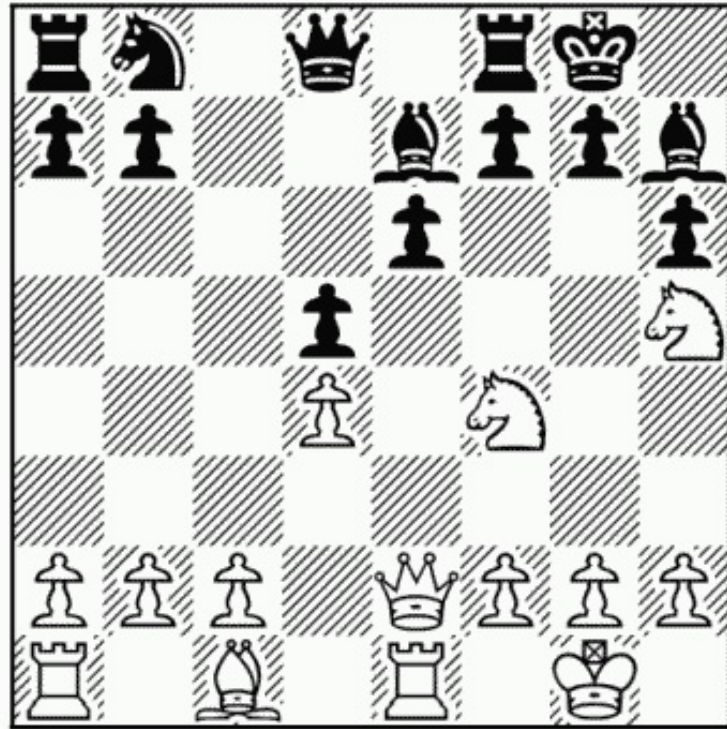


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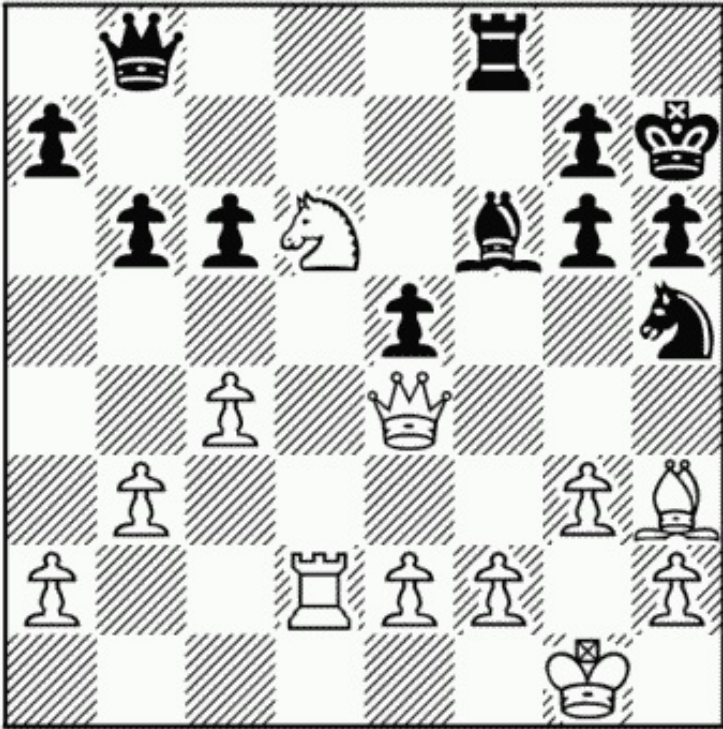


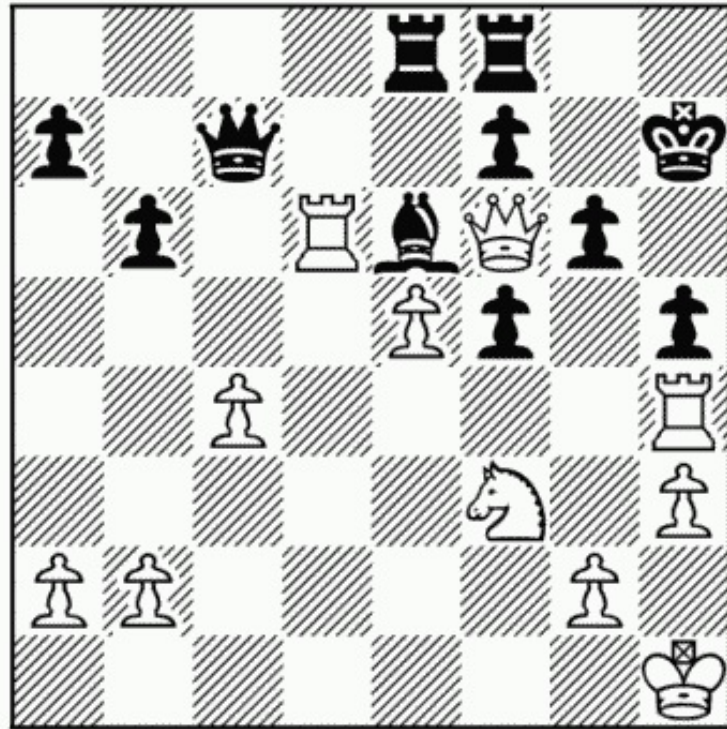




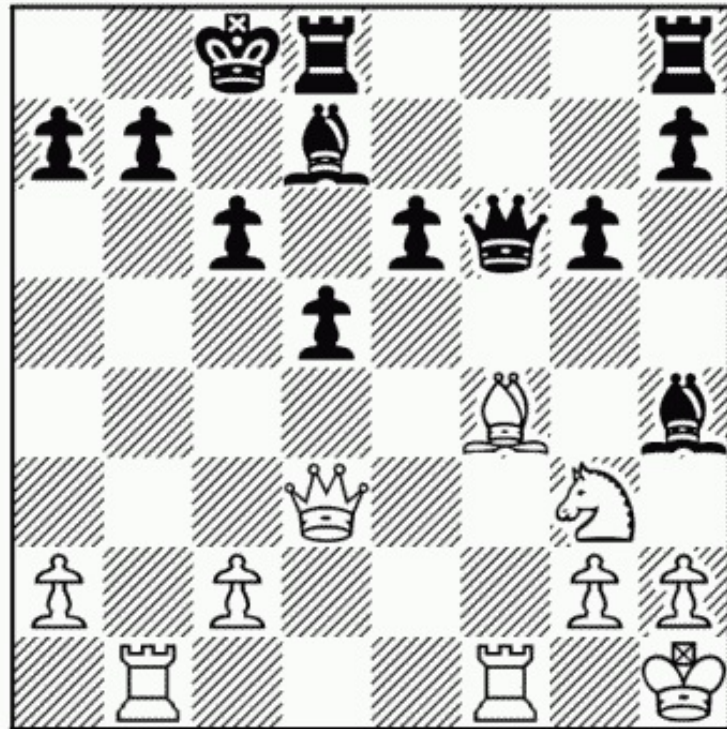


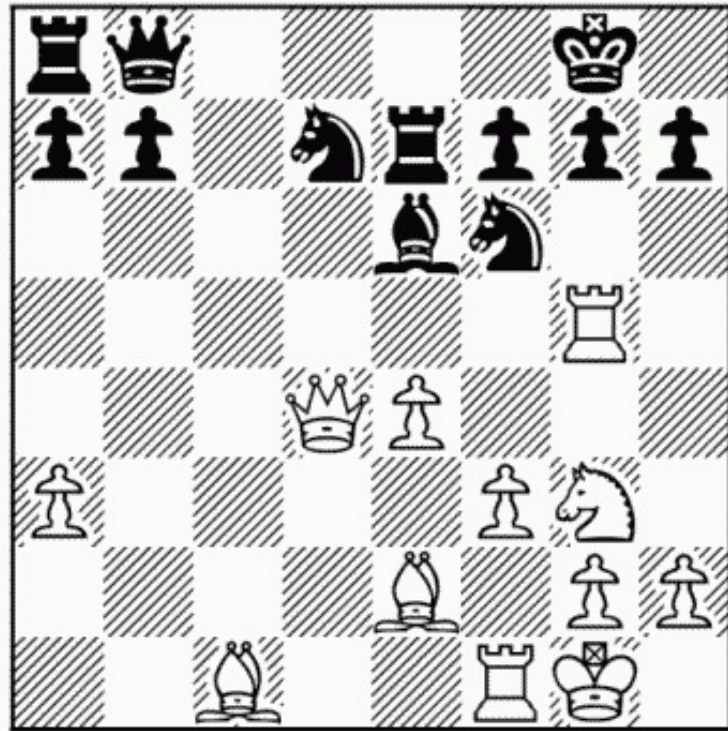




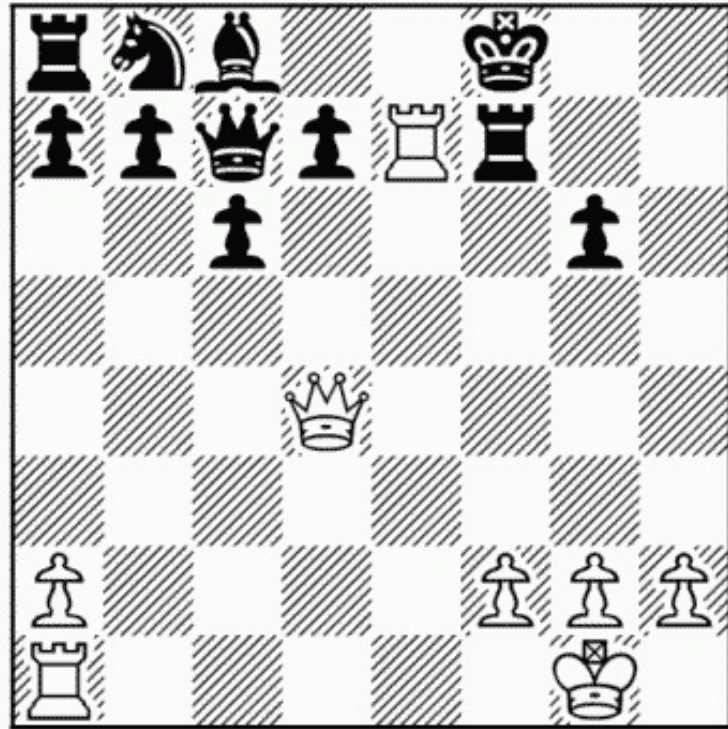


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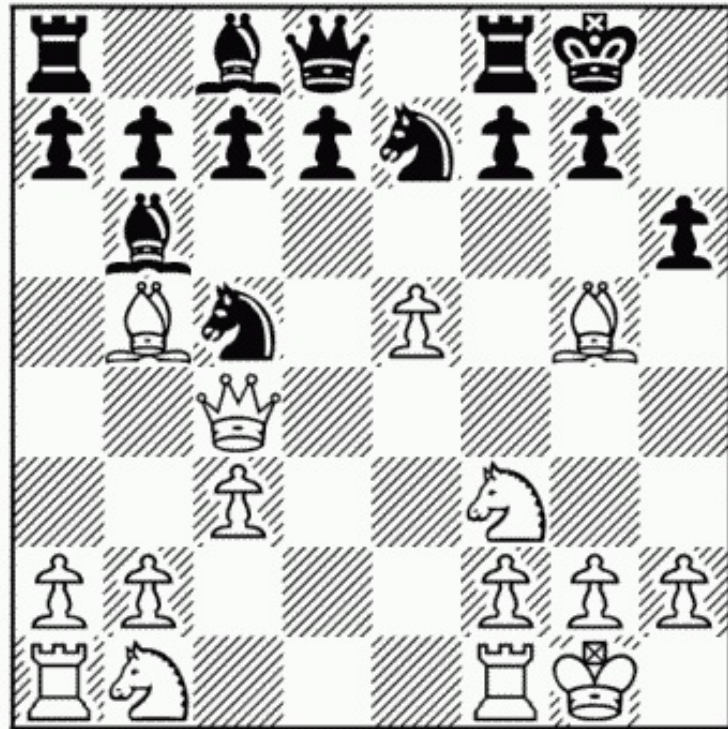




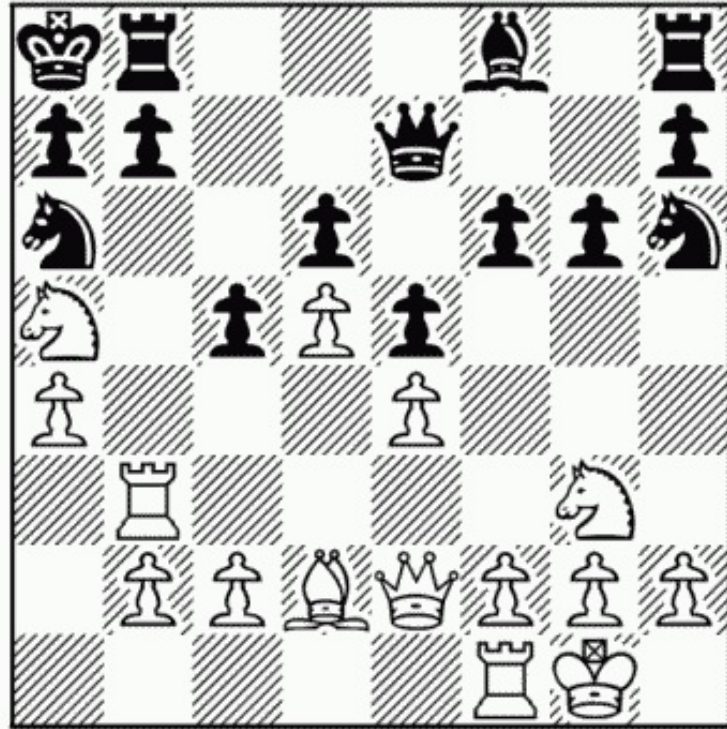
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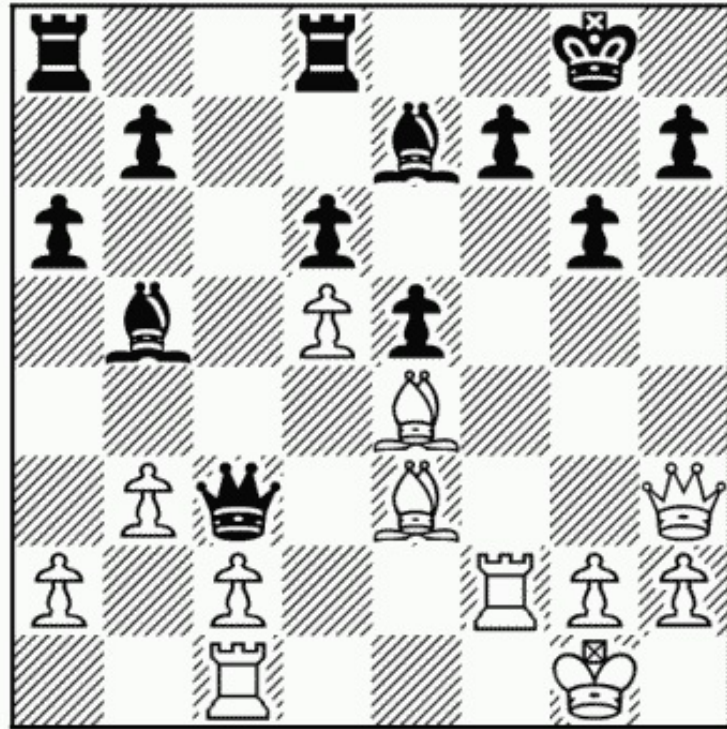




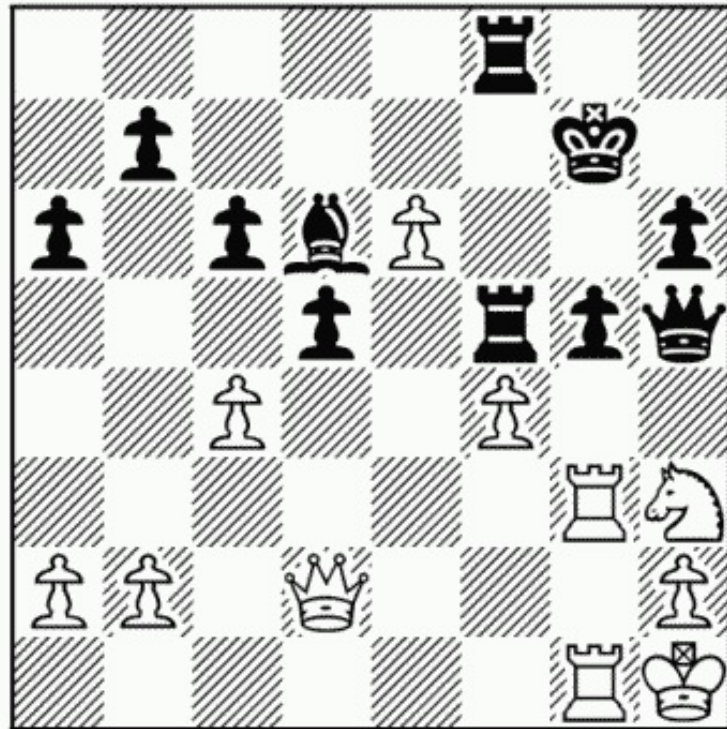


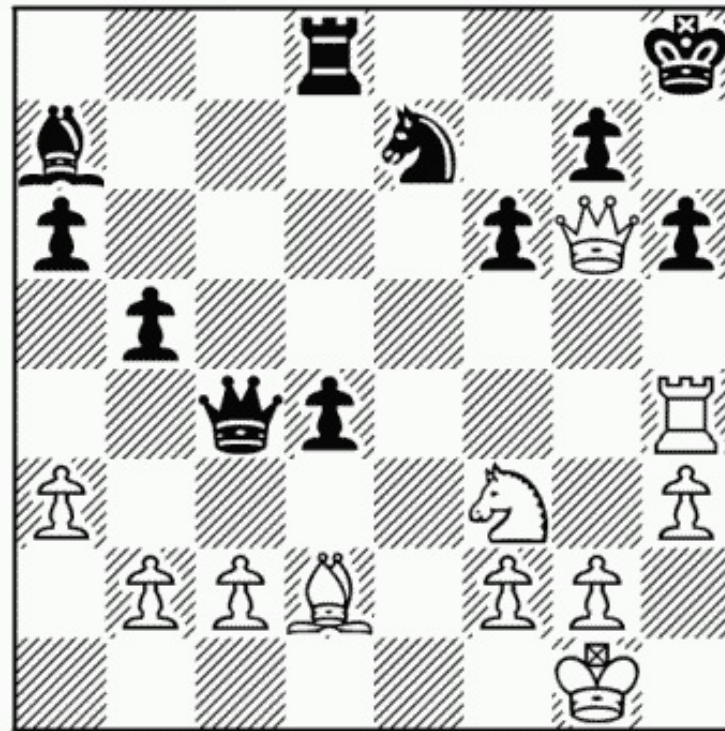
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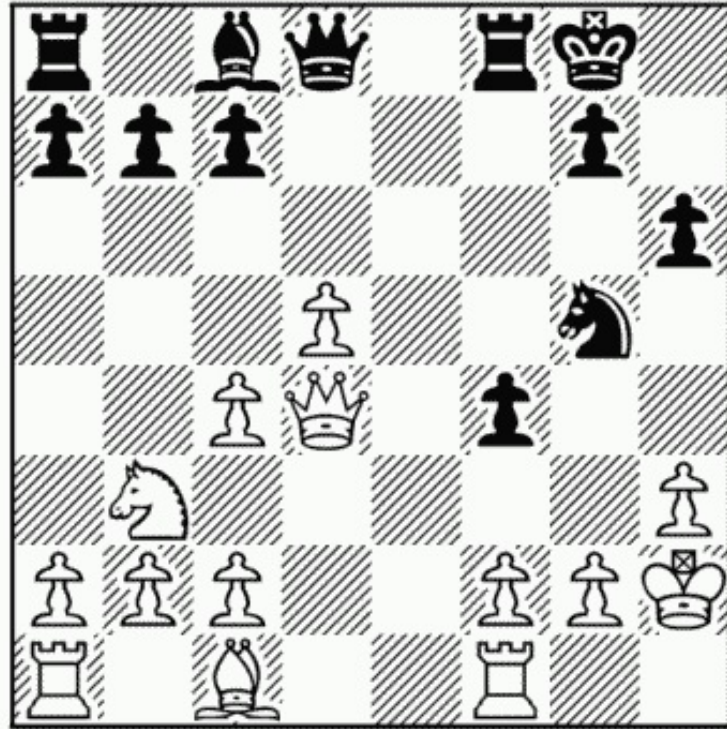




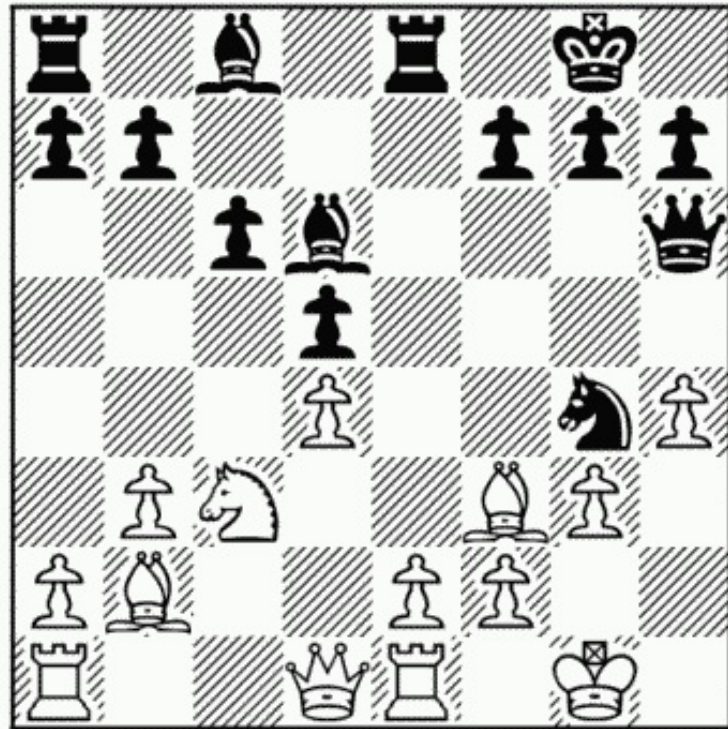


*Black Moves First*

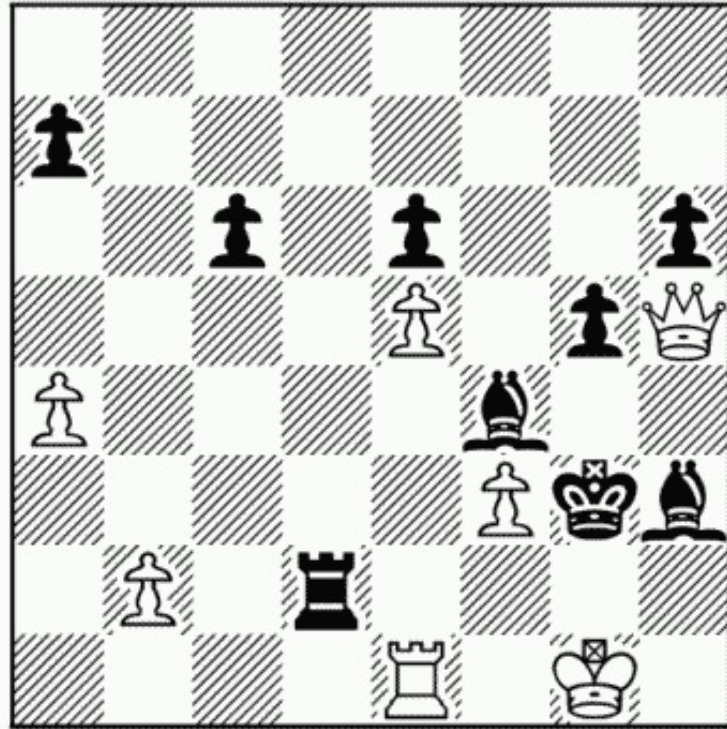
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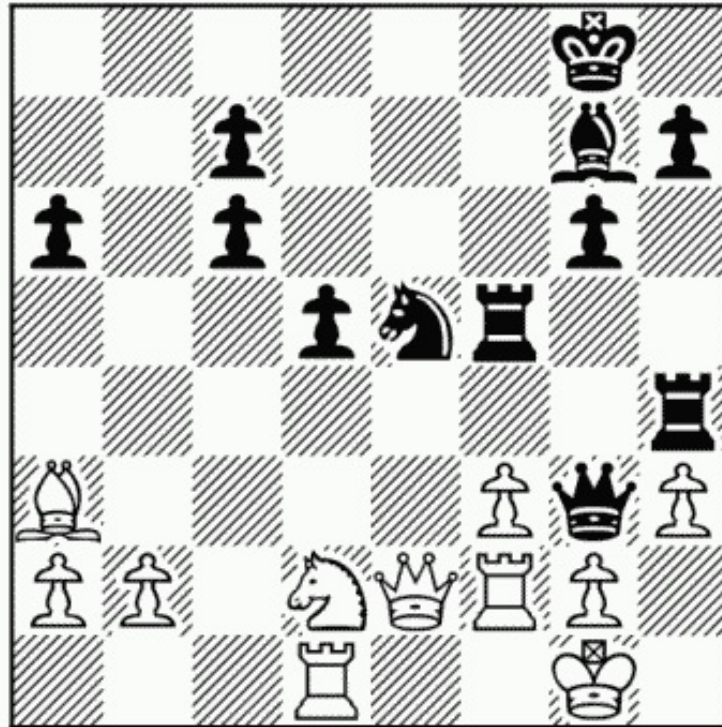


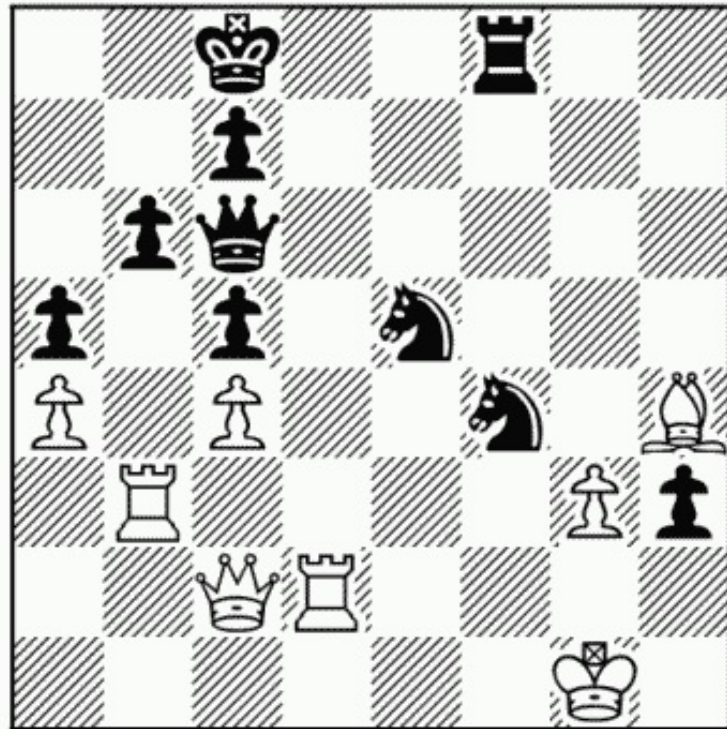
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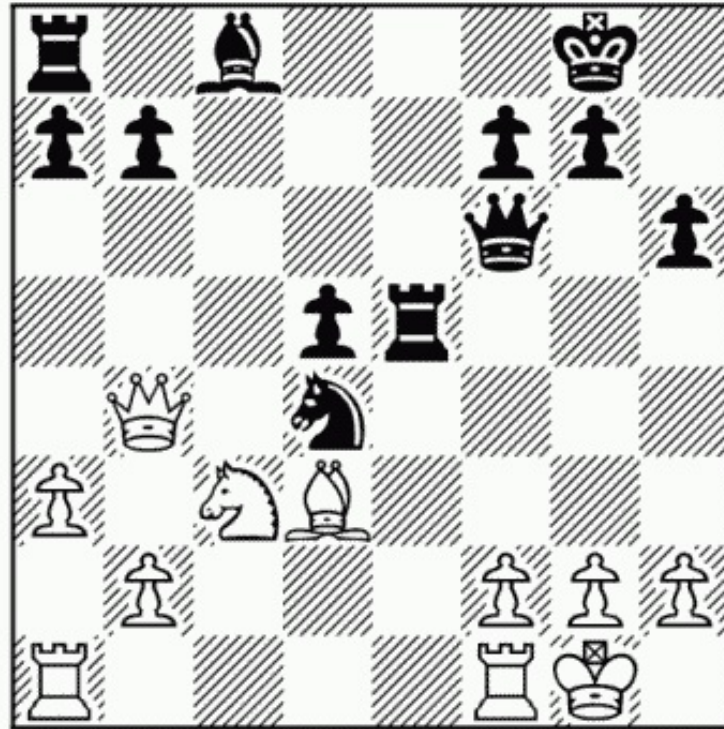




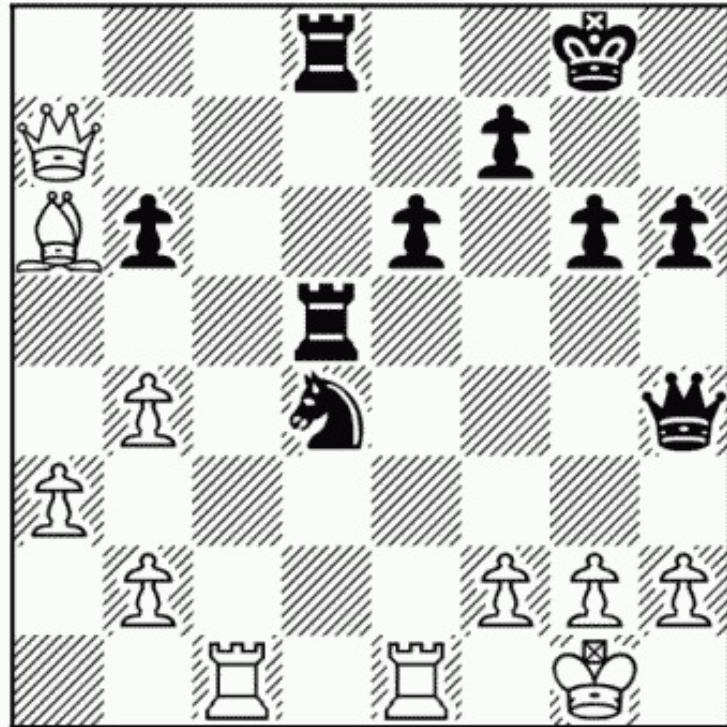


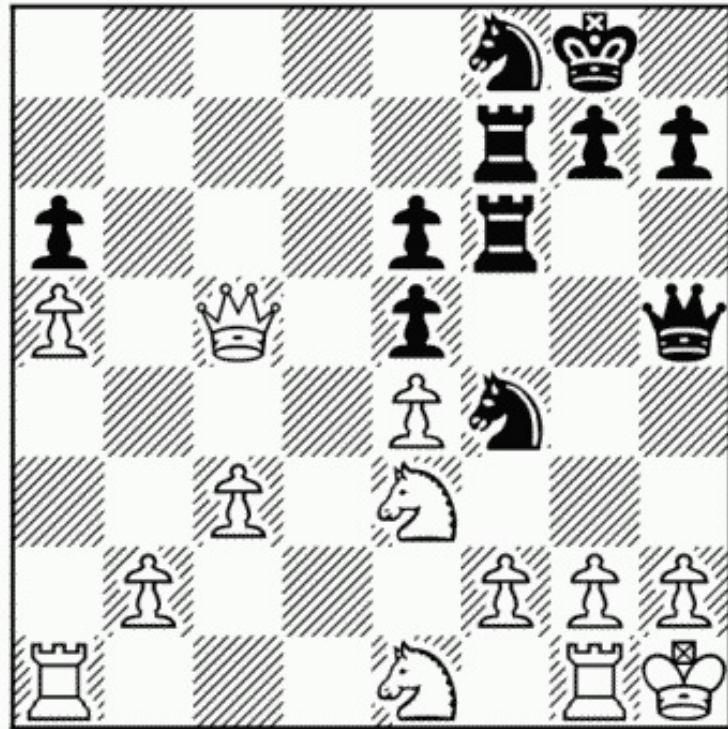


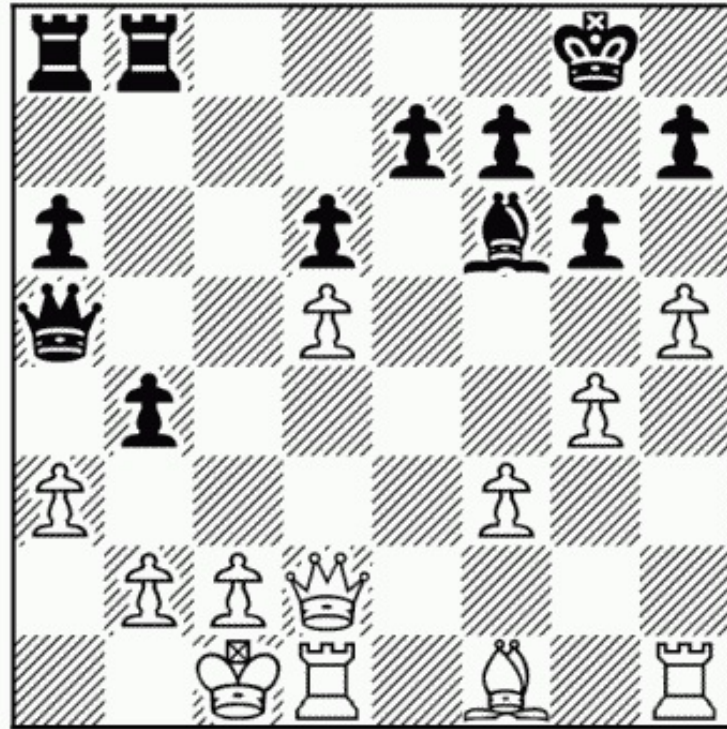
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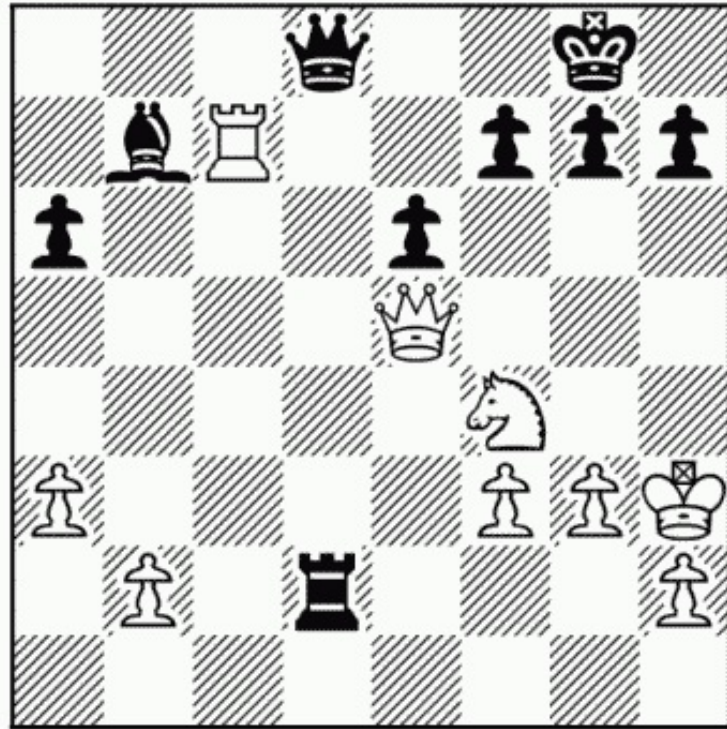
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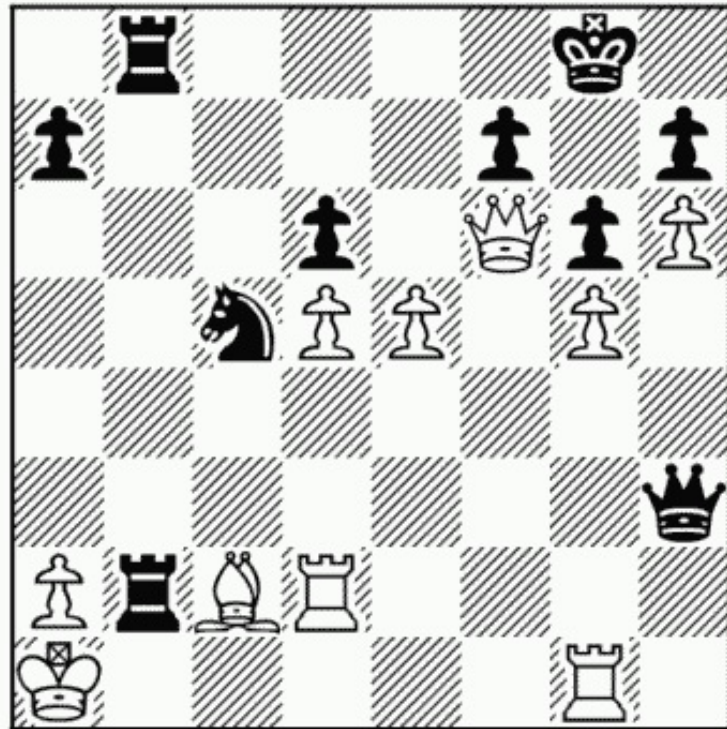


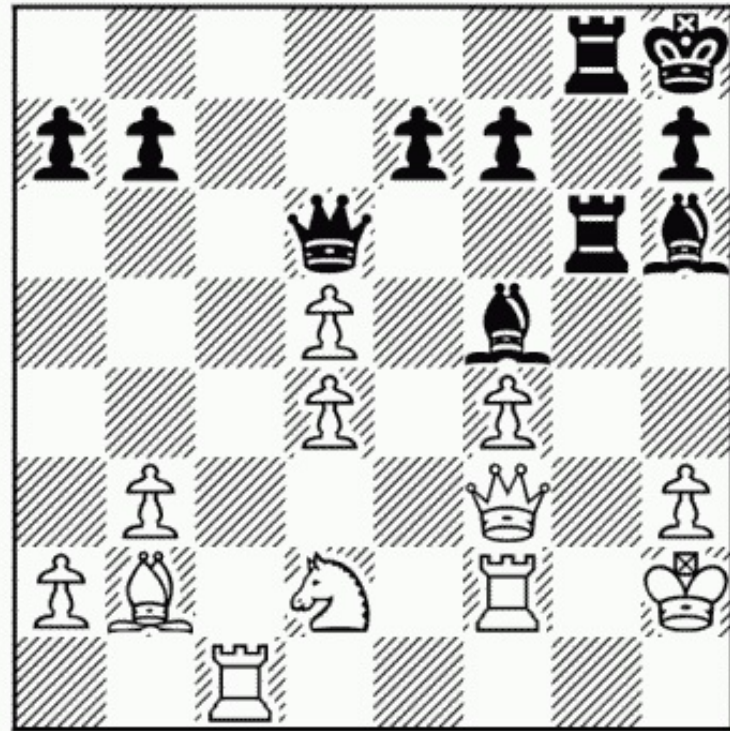
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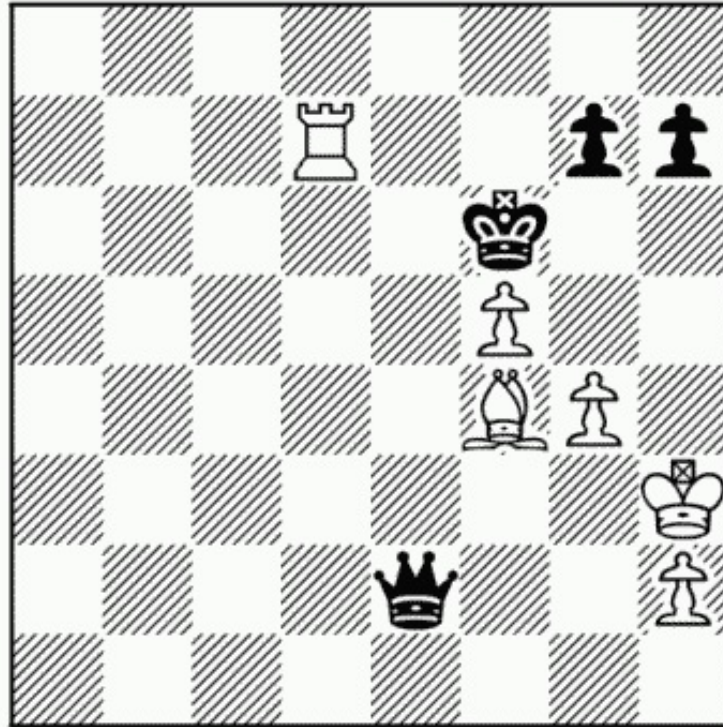


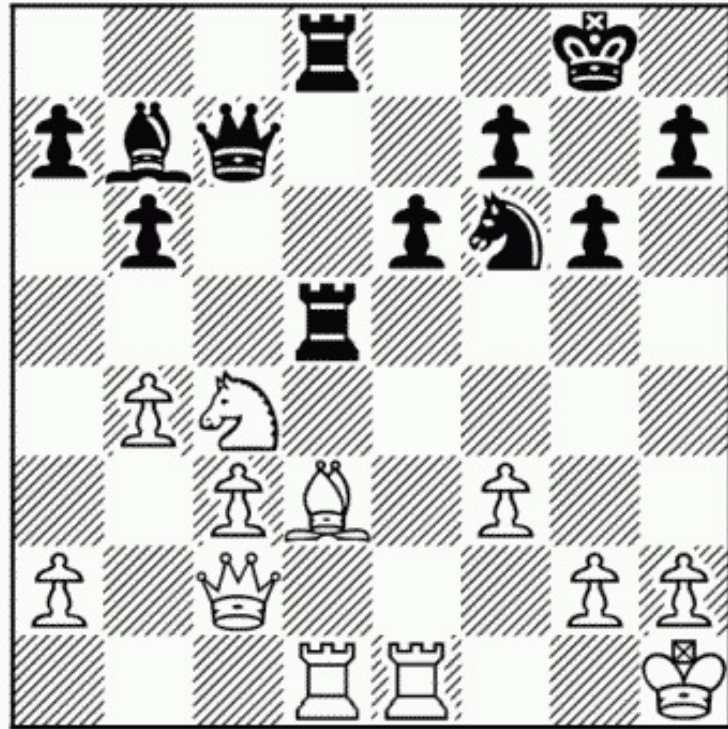
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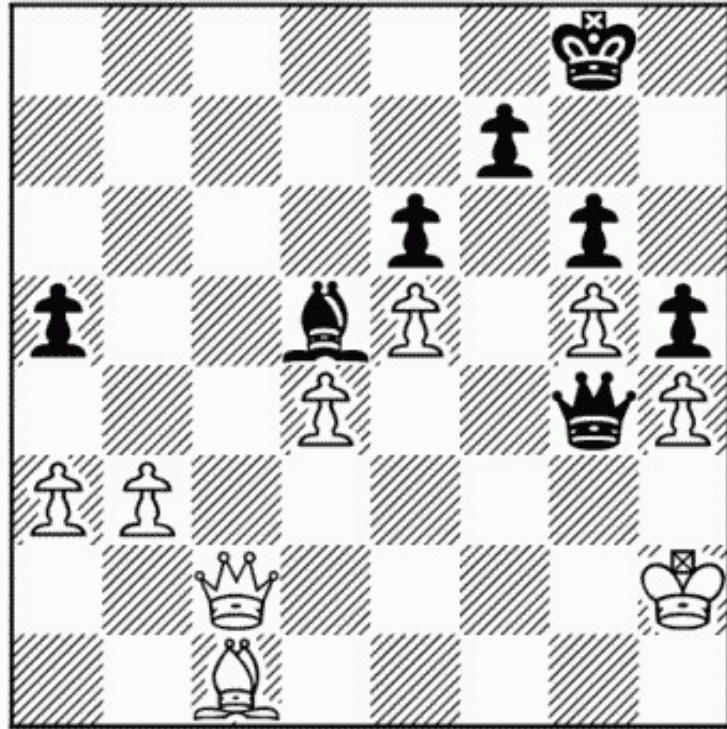




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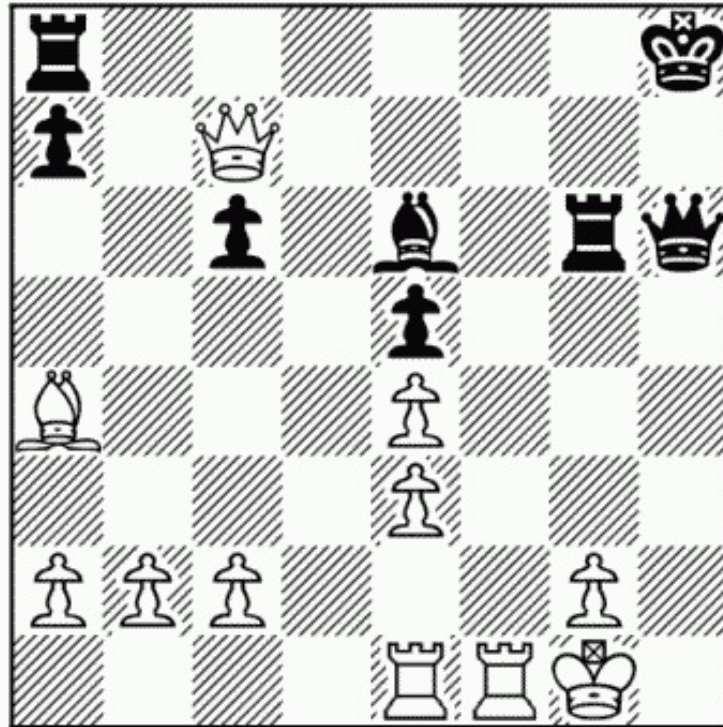




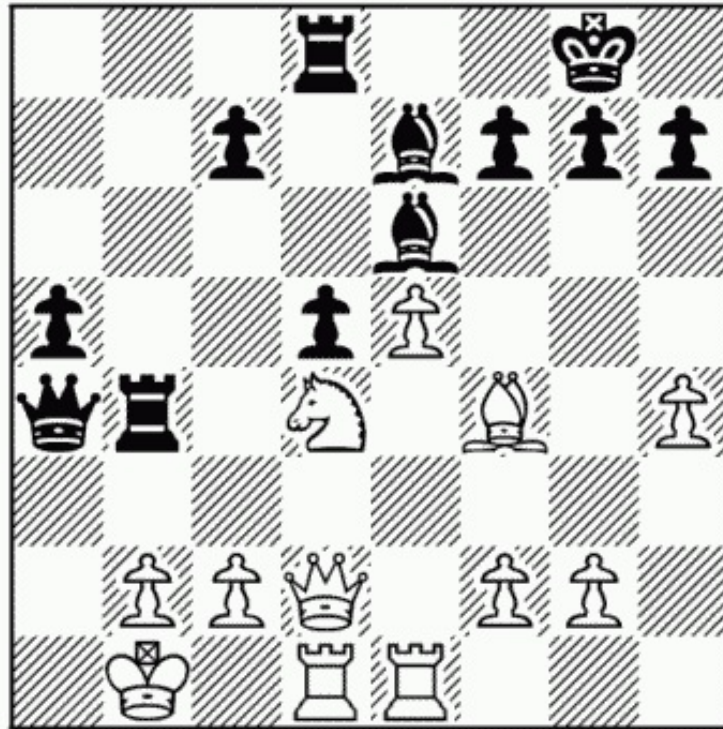


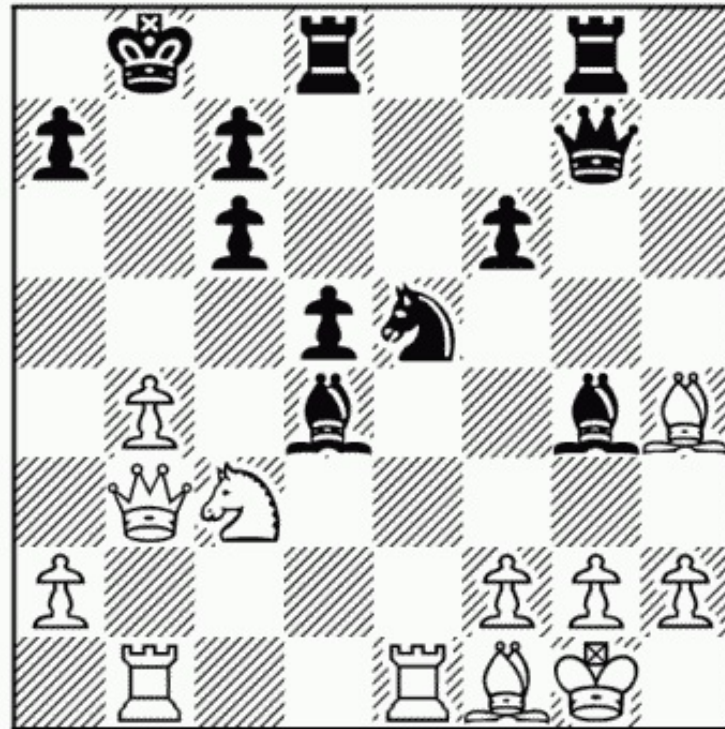


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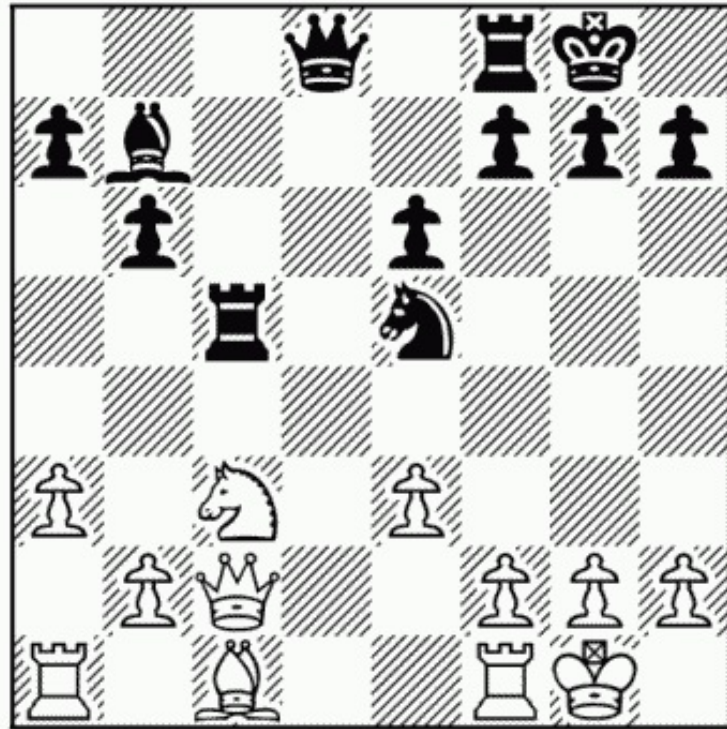


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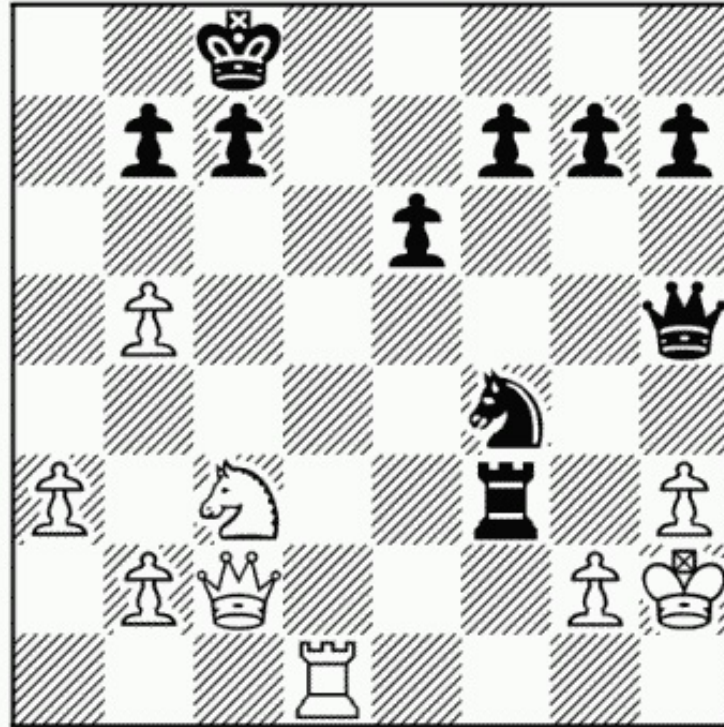




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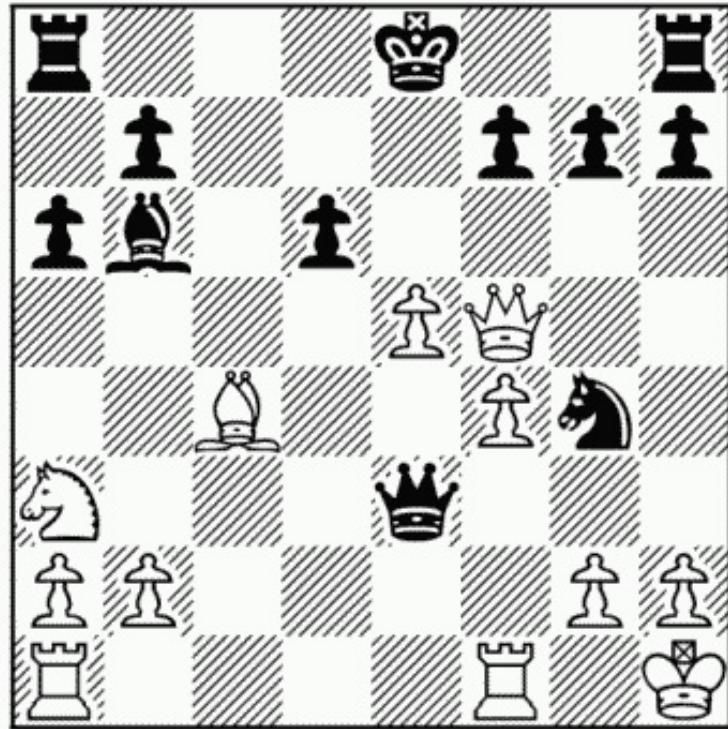


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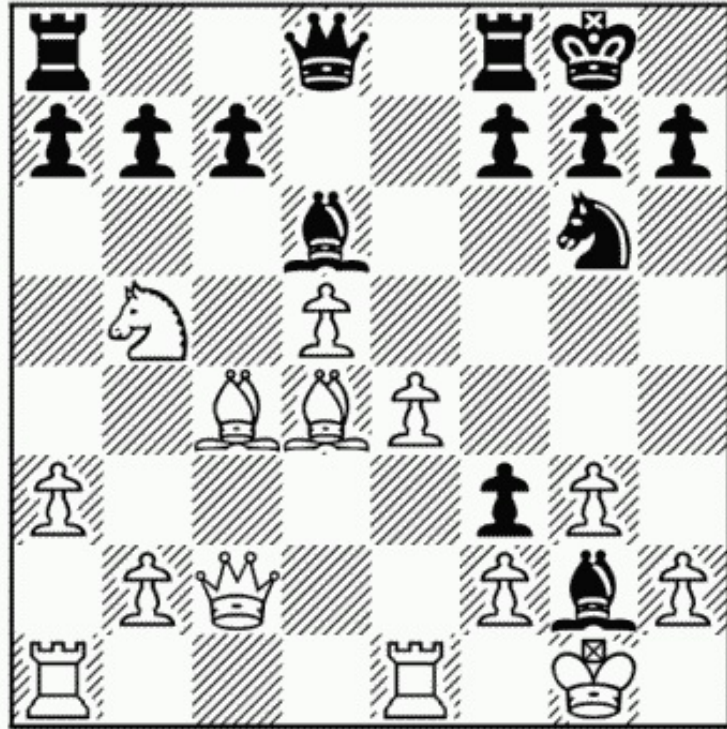




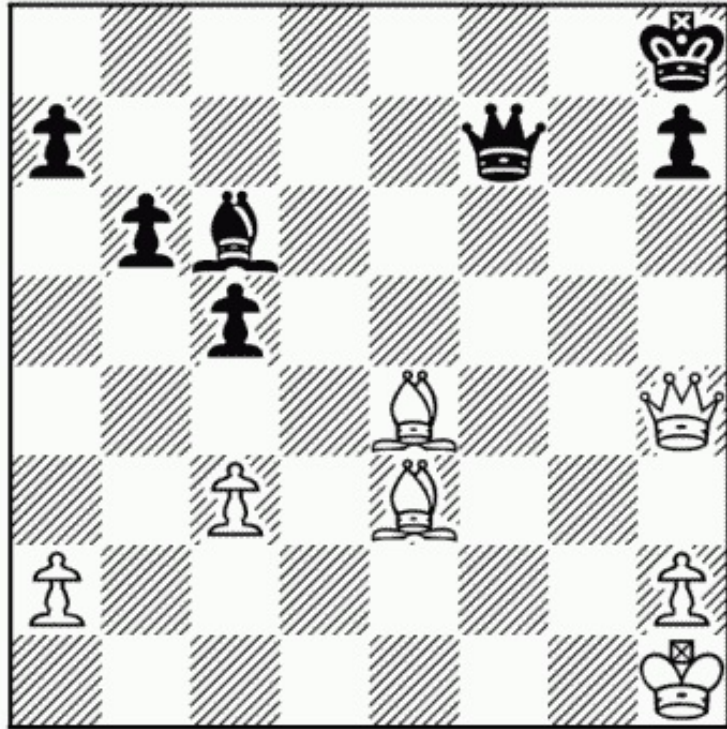
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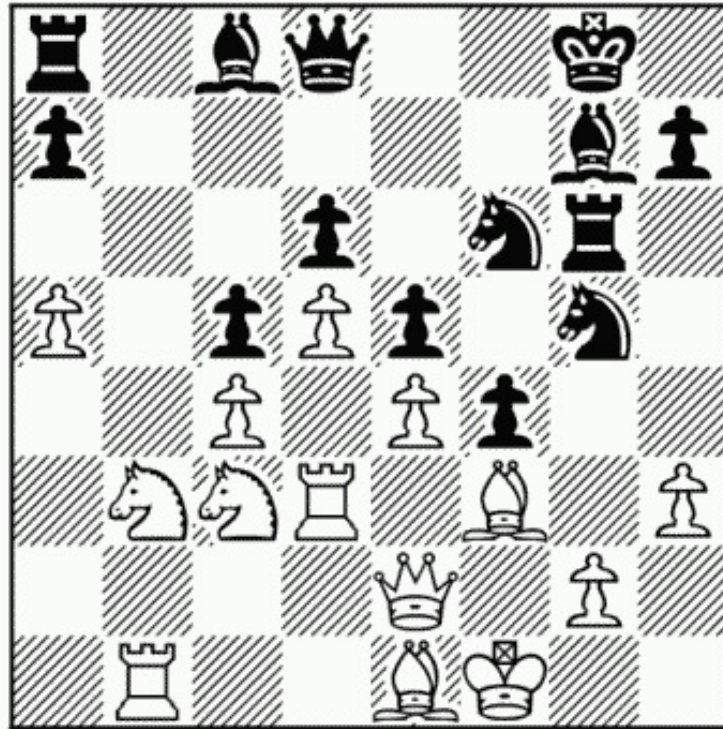
[1000](#)



[1001](#)



[1002](#)



## Solutions

(1) White piles up on the pinned piece: 1.Rd1! Qxc4 2.Rxd8+ K moves 3.bxc4 Resigns.

(2) 1.Re8!! Qxe8 2.Qxf6+ Kg8 3.Bh6 Qf7 4.Qd8+ Qf8 5.Qxd8 mate.

(3) 1.c4! Ne7 (If 1...Nxc4, 2.Rxd5) 2.c5, winning the pinned piece.

(4) White wins a piece: 1.Bxe5! Qxe5 2.Qxe5 dxe5 3.Bxe6, etc.

(5) 1.Rxf4! exf4 2.Bh8! Resigns. Black is helpless against the coming Qg7 mate.

(6) 1.Qh4+! Kg8 2.Qg3+! Kh8 3.Bc3. White wins the queen.

(7) 1.Qg8+!! Ke7 (If 1...Kxg8, 2.Ng6!, followed by Rh8 mate!) 2.Qxf7+ Kd8 3.Ng6 Qxb2 4.Rd1+ Bd7 5.Qxe8+! Resigns, for if 5...Kxe8, 6.Rh8 mate.

(8) White wins a rook: 1.Be4! Qxb7 2.Bxb7, etc.

(9) 1.Nxd7 Rxd7 2.Bxd5! Rxd5 3.b6. White wins a piece.

(10) 1.Nd6! Re7 2.Nhxf5 Bxf5 3.Nxf5 Re6 4.Bb3 and wins.

(11) White keeps the extra piece by a counterpin: 1.Qa8! Resigns.

(12) 1.Ne7+ Kf8 (If 1...Qxe7, 2.Rxe7 Rxh6 3.Re8 mate.) 2.Rxg6! fxc6 3.Nxg6+ Kg8 4.Re7 Qxd4 5.Ne5 and wins.

(13) 1.Nxc6 Qd7 2.Ne7+! Qxe7 3.Qxd5, etc. White has won the Exchange.

(14) 1.Qb7! Rfc8 (If 1...Qd6, 2.Nxe4 dxe4 3.Rxc6, etc.) 2.Nxd5! Qd6 (If 2...cxd5, 3.Rxc8+ etc.) 3.Rxc6!! Resigns. If 3...Rxc6, 4.Qxa8+, winning more



material.

(15) 1.Nf7+ Rcx f7 (Not 1...Bxf7? 2.Qxg7 mate.) 2.exf7 Qd6 3.Bxf5 and wins. Black has no defense to the coming capture on g6 as his king rook pawn is pinned.

(16) 1.Rxh6! gxh6 2.Rg1 and wins.

(17) White “piles up” on the pinned knight and wins it: 1.Bf4, etc.

(18) 1.Nd7!! Nxd7 2.Qxe6+ Qxe6 3.Bxe6+ Rf7 4.Bxf7+ and wins.

(19) 1.Rg4! Resigns. If 1...Qxg4, 2.Qxf7+ and 3.Qxh7 mate.

(20) 1.Bxd5! Resigns. If 1...cxd5, 2.Rxa6 or 1...Bxd5, 2.Qxf6+ winning.

(21) 1.Rxg7+!! K[Q]xg7 2.Rg1 and wins.

(22) 1.Bxg7 Qxg7 2.Rc7 Re7 3.Rxe7 Qxe7 4.Rc7 Resigns.

(23) 1.Nf7+ Kg8 2.Nd6+ Qe6 3.Re1!! and wins. If 3...Qxd5, 4.Rxe8 mate.

(24) 1.Qg1 Re8 (White threatened mate. If 1...Qf8, 2.f6 Re8 3.Bh5 Re6 4.f7 and 5.Rg8+ decides.) 2.Bh5! Rd8 3.Qh2 Resigns. The knight is lost.

(25) 1.g4+! Kxg4 2.Be6 and wins.

(26) 1.Rxf6! Rxf6 2.Rf1 Rf8 3.Qg5 Kg7 4.Rxf6 Rxf6 5.Bxf6+ Qxf6 6.Nh5+. White wins the queen.

(27) 1.gxf5+ gains a pawn. If Black recaptures 1...Bxf5?, 2.Rxf5! Rxf5 3.Rf1 Rf8 4.Rf3! R8f6 5.Kf2!. White wins the pinned piece by 6.Kg3 and 7.Kg4.

(28) 1.Nc7! Qxc7 2.Qxb5. White has won the Exchange.

(29) 1.Bb5! axb5 2.axb5. Black must save his queen, allowing White's 3.Rxa8.

(30) 1.Rb3! cxb3 (If Black's queen retreats, White has a winning attack.) 2.Qxb4 and wins. Black's c5-pawn is pinned!

(31) 1.Nxe5!! Bxd1 2.Bb5+ c6 3.dxc6 and wins. The double threat of 4.cxb7+ and 4.c7+ is decisive.

(32) 1.Nxe6! Nxe6 2.Qg4! and wins. The double threat of 3.Qxe6+ and 3.Qxg7+ is too strong.

(33) 1.Bxc6! bxc6 (Or 1...Bxc6 2.Rxd8+) 2.Ne5, with a winning pin on the open file.

(34) 1.Nxe5! Resigns. White wins the queen, as 1...dxe5 allows 2.Qd8 mate.

(35) 1.Nxe6+! fxe6 2.Rxf5+! Resigns. If 2...exf5, 3.Qg8#; if 2...Ke8, 3.Rxe6 wins easily. Also 1.Nh7+ Ke8 2.Qg7, threatening 3.Nf6+, is not easy to meet.

(36) 1.Ne7+! Resigns. If 1...Qxe7, 2.Qxc8+ Qf8 3.Bh7+ wins the queen. And if 1...Kf8, 2.Qxc8+ wins.

(37) 1.Bxf7+! Rxf7 2.Rxe5! Qxe5 3.Qxf7+ Kh8 4.Nce4! Qxb2 (If now 4...Bd4, 5.Bxd4 Qxd4 6.Qxe8+! forces mate. And if 4...Qe7, 5.Rxf6! etc.) 5.Nxf6 Qe2 6.Qg8+! Rxc8 7.Nf7 mate.

(38) Simplest is 1.Bxf5!. But there's also 1.Nxg6!! Bxg6 2.Rxg6! Rxg6 3.Bxf5 Nxf4 4.Rxg6! Qxg6 (If 4...Nxb3, 5.Rxe6+ Kh8 6.Rxe7 and wins.) 5.Bxg6+ Kxg6 6.Qg4+ Resigns. Better is 5...Nxg6, but White should still win.

(39) 1.e5! Bxe5 2.Nxe5 Qxe5 3.Re1 Ne4 4.f3 and wins.

(40) 1.Nxf6 Bxf6 2.Nh5+! gxh5 3.Qg5+! Kh8 4.Bxf6+. White wins the queen.

(41) 1.Bg1! (Threatens 2.Bxf6 and 3.Qxh7 mate.) 1...g6 2.Bxf6! Bxf6 3.Ne4! Resigns. For after 3...Be7, 4.b4 wins the pinned knight.

(42) Black threatens to break out of the pin with ...Nf3+. But White is alert. 1.Kf1! Kg7 2.Rf2 Kf6 3.Rfe2 h5 4.Rxe5 Resigns.

(43) 1.e5! dxe5 2.Nxe7 Kxe7 3.Bg5 Bf5 (If 3...Ke6, 4.Ng4 wins.) 4.Nxf5 gxf5 5.Qxf5 Qd6 6.Rd1 Qe6 7.Bxf6+ Resigns. If 7...Qxf6, 8.Rd7+ wins.

(44) 1.Nxe5 Bc7 (If 1...Nxe5??, 2.Qe8 mate; and on 1...fxe5, 2.Qxe6 wins.) 2.Nd5 Resigns. If 2...Bxd5, 3.Nd7+ wins the queen. If 2...Qxb5, 3.Nxc7 attacks the queen and threatens 4.Qe8 mate.

(45) White has a slow win with 1.Nxe7 Rxf1+ 2.Kxf1 Bxg4 3.Nxd5, etc. Much faster is 1.Ba3! Bxf5 (Or 1...Qxa3 2.Qxg7 mate.) 2.Bxe7+ and wins.

(46) 1.c6! Rxh6! (If now 2.Rxh6? Black is stalemated!) 2.c7! Rc6 3.Rh6! Resigns. If 3...Rxh6, 4.c8/Q mate.

(47) 1.d5!! exd5 2.Nxc6 Qd7 (If 2...Bxc6, 3.Qxc6+ wins.) 3.Na5 Resigns. The double threat of 4.Nxb7 and 4.Bxg7 decides.

(48) 1.Re6! Resigns. If 1...fxe6, 2.Qxg6+ Kh8 3.Bxf6+ and 4.Qh7 mate.

(49) 1.Rxd7! Rxd7 2.Rd1 Qe6 3.Bxd7+ Nxd7 4.Qb8+! Nxb8 5.Rd8 mate.

(50) 1.g4! Resigns. If Black moves the attacked knight, he loses the other knight. And if 1...hxd4, 2.Nxd4, winning the pinned knight.

(51) 1.Bc5! Kf8 2.Qf6! Resigns. White wins the miserable bishop.

(52) 1.Qf4 Ne6 2.Qa4+ Qc6 3.Bb5. White wins the queen.

(53) 1.Bg5!! Rxg5 (If 1...f6, 2.Rad1 Qc8 3.Bxf6.) 2.Rad1 Qc8 3.Qe3! and wins.

White's mating threat forces 3...0-0, and after 4.Qxg5, White is the Exchange ahead.

(54) 1.Qe3! Qb8 (If 1...Qd6, 2.Nf6+ wins the black queen. If 1...Bxd5, 2.Rxd5 Nd7 3.Qd4 wins the pinned knight.) 2.Re1 Bxd5 3.Bxd5+ Nf7 4.Rf1 Resigns. White wins the pinned knight.

(55) 1.Nc5!! dxc5 2.Bf4!! Bd6 (If 2...Qxf4, 3.Qc8+ Ke7 4.Qxb7 wins. If 2...Qd8, 3.Qxb7, etc. wins.) 3.Bxd6 Rb6 4.Qxd7+! Resigns. White comes out a piece up.

(56) 1.f6! Bg4 (If 1...gxf6, 2.Qg6+ followed by 3.Qh7 mate.) 2.Qg6! Resigns. White forces 3.Qxg7 mate, or 3.Qh7 mate.

(57) 1.Bxf6! Bxf6 (Or 1..gxf6 2.Qg4+ Kh8 3.Nxf7+ winning the Exchange.) 2.Qxh7+!! Kxh7 3.Rh5+ Kg8 4.Ng6! Resigns. For Rh8 mate follows.

(58) 1.c5! e4 (The bishop is helpless; 1...bxc5 2.dxc5 Bxc5 3.Rxc6.) 2.cxd6! exf3 3.d7! Resigns. White attacks knight and rook.

(59) 1.Nxe5!! Qa5+ (Or 1...Bxd1 2.Bb5+ Qd7 3.Bxd7+ Kd8 4.Nxf7+ Kxd7 5.Kxd1 and White has won too much material.) 2.Bd2 Bxd1 3.Bxa5 dxe5 4.Bb5 mate!

(60) 1.Qf6 mate.

(61) 1.Bd4! e5 2.Bxe5! Qxe5 3.Qh6 mate.

(62) 1.Rxe7 Qxe7 2.Qf3 Kg7 (If 2...Bf5, 3.Nxf5 gxf5 4.Qg3! Kg7 5.Bxf6+ Kxf6 6.Qh4+! Ke6 7.Re1+, winning.) 3.Nce4!! dxe4 4.Nxe4 Qe6 (Or 4...Qxe4 5.Qxf6+ Kg8 6.Bh6 followed by mate.) 5.Bxf6+ Kg8 6.Qf4 Resigns. For 7.Qh6 wins.

(63) 1.Re1!! Rxf6 (If 1...Bxd5, 2.Qxc8 wins.) 2.Bxe6+ Qxe6 3.Qh7+ Bg7

4.Qxh5+ Resigns. White wins on material.

(64) 1.Bc4 Resigns.

(65) 1.Bxc6+ bxc6 2.Nxc6!! Resigns. If 2...Rxd1+, 3.Rxd1 and Black's queen is trapped because of the mate threat (3...Qe6?? 4.Rd8 mate). After 3...Qd7 4.Rxd7 Kxd7 5.Nxa5, White wins easily.

(66) 1.Qxh7+!! Kxh7 2.Rh5 mate.

(67) 1.Qxe4!! fxe4 (Or 1...Bxf1 2.Rxf1!, with material plus.) 2.Bxe4+ Kh8 3.Ng6+ Kh7 4.Nxf8+ Kh8 5.Ng6+ Kh7 6.Ne5+! Kh8 7.Nf7 mate.

(68) 1.Rxf5 exf5 2.e6! Qxd4 3.Nxd4 and White wins the bishop.

(69) 1.Rg3! fxg3 2.Bxg5 and wins.

(70) 1.Rxd3!! cxd3 2.Ne6+!! fxe6 3.Rc7+ Resigns. White continues 4.Qxf6.

(71) 1.Nxe4! Ncxe4 2.Rxe4! Nxe4 3.Rxe4! Qxe4 4.Ng5!! Qg6 (If 4...Qxh4 5.Nf7 mate.) 5.Qxh7+!! Qxh7 6.Nf7 mate.

(72) 1.Ng6! Resigns. White wins the queen!

(73) 1...Qxg2+! 2.Qxg2 Rxe2 Resigns.

(74) 1...d4!! 2.Qxd4 Qa1+. This wins White's knight (after 3.Qd1 etc.) as 3.Nd1?? allows 3...Qxd4.

(75) 1...Rxb3+!! 2.Bxb3 Qxb3+, etc. Black's counterpin wins for him!

(76) 1...Bh6!! 2.g5 Bxg5! 3.f4 Bxf4! 4.Be3 Bxe3 5.Qxe3 Qxc2 mate.

(77) 1...Ng3+ 2.hxg3 Qh3+ 3.Kg1 Bxe3+ Resigns. If 4.Qxe3 or 4.Rf2, Black has



4...Qxg2 mate.

(78) 1...R8c3! 2.Qe2 Bb5! (If now 3.Bxb5, 3...Rxe3 wins a piece for Black.) 3.Rfd1 Qc7! 4.Bd4 Rxd3! 5.Rxd3 Qc4! Resigns. Black comes out a piece to the good.

(79) 1...Qb6! (If now 2.Nce2, Black wins a piece by 2...e5.) 2.Be3 e5 3.Na4 Qa7! Black must win a piece.

(80) 1...Ne4!! (If now 2.Bxd8, 2...Bxf2 mate.) 2.Be3 Bxe3 3.fxe3 Qh4+ 4.g3 Nxc3 and Black has a winning game.

(81) 1...Qf5!! 2.Nc3 Rfe8 3.Re1 Rxe4! 4.Nxe4 Re8 5.g4 Rxe4!! Resigns. If 6.gxf5, 6...Rxe1 mate.

(82) 1...Nc3. White has nothing better than 2.Nxc3 Rxe1 leaving him with a lost game.

(83) 1...Rxe2+! 2.Kd1 Rxd2+! Resigns. For after 3.Kxd2, Black exploits the new pin decisively with 3...Ne4+, etc.

(84) 1...N4xd5! 2.exd5 Nxd5 3.Rc4 Bb5! By winning the rook, Black undermines White's advanced bishop. 4.Qe4 Bxc4 5.Rxc4 Rxc5 and wins.

(85) 1...R8xe5! 2.dxe5 Qh4 3.Bxf4 Rxf4 4.Ne2 Bxe2 5.Rxf4 Ng3+! 6.Kg1 Bc5+ 7.Rf2 Qf4 Resigns.

(86) 1...Nxc4! (If 2.Bxc4, 2...Qh4+ etc.) 2.Qe2 Qh4+ Resigns. For if 3.Bf2, 3...Nxf2 4.Qxf2 Qxf2+ 5.Kxf2 Bg4 and the pin wins a piece. Or 3.Kd1 Nxe3+ 4.Qxe3 Rxf3! 5.Qxf3 Bg4, with an even more disastrous pin.

(87) 1...d4! (If now 2.Qxd4, 2...Qxf2 mate!) 2.cxd4 Bb4! This wins the queen, for if 3.Qxb4, 3...Qxf2 mate!

(88) 1...Rxe3! Resigns. If 2.dxe3, 2...Qd1 mate.

(89) 1...Nf3+! 2.Qxf3. (If 2.Kg2, 2...Nxe1+ wins the Exchange, while if 2.Kh1, 2...Nxe1! 3.Qxe7? Rf1 mate!) 2...Qxe1+!. Black comes out the Exchange ahead.

(90) 1...Re1! 2.Qxe1 Nxf3+, and Black wins the queen.

(91) 1...Rh6+! 2.Kg1 Rh1+!! 3.Kxh1 Qh3+ 4.Kg1 Qxg2 mate.

(92) 1...exd4! 2.Rxe7 Rf1+ 3.Kg2 R5f2 mate.

(93) 1...Bxg2! 2.Rxe8 (Even better for Black is 2.Qxg2 Rxe2 etc.) 2...Bc6+! and wins.

(94) 1...Bxd4+ 2.Nxd4 Qb6! 3.Qxd6 Nxe4!.. This wins, for after 4.Qd7 Nd6! or 4.Qe5 Re6! the white knight is lost.

(95) 1...Bxf2+! (If now 2.Kxf2?, 2...Qxe5 wins.) 2.Kf1 Bxe1 and wins.

(96) 1...Rxd4! (If now 2.Ra3, 2...Rdd1 wins the knight “to begin with.”) 2.Rxd4 Bxd4. White is helpless against 3...Rc2 winning his rook.

(97) 1...Kh7! 2.Be1 Kh6! 3.Bc3 Kh5! 4.Be1 Kg4! 5.Bc3 hxxg2+ 6.Rxxg2+ Kh3! 7.any Bxxg2 mate.

(98) 1...Qxxg3+! 2.Kxxg3 gxxf6 Resigns.

(99) 1...Bg5! 2.f4 Bxf4! 3.Qxf4 Qxb2 mate.

(100) 1...Rxd2! 2.Qxd2 Nxe4 (Threatens ...Ng3 mate or ...Nf2 mate, aside from attacking White’s queen. So...) 3.Qg2 Nf2 mate!

(101) 1...Rxd5! 2.Rxd5 Qb7! 3.Qg2 Qb1+! (But not 3...Nf4? 4.Rd8+!) 4.Qg1 Qe4+! 5.Qg2 Qxxg2+ 6.Kxxg2 Nf4+ Black wins the rook and remains a piece

ahead.

(102) 1...Rg4!! Resigns, for if 2.Bxg4, 2...Qxf1 mate!

(103) 1...Bg4! 2.Qxg4 Nxf2+, winning White's queen.

(104) 1...Rxa2!! 2.Qxa2 Qh5+ 3.Rh3 Qe5+ 4.Kh1 Qe1+ 5.Kh2 Qg1 mate.

(105) 1...h4! 2.Nf1 h3!. Black wins the bishop.

(106) 1...Nxc3! 2.bxc3 Rc3+!! 3.Qxc3 Rxb1 mate.

(107) Black gets nowhere with 1...dxe4. Instead, by playing 1...Qe7, he pins and wins the knight. Another way is 1...Re6, and if 2.Qf2, 2...Qe7 3.Nd2 Re2, etc.

(108) 1...Qxd7! 2.Nxd7 Bxc4 Resigns.

(109) 1.Qxc6! Qxc6 2.Nxe7+ Kh8 3.Nxc6 and wins.

(110) 1.Nd6+ Kf8 (Black loses his queen after 1...Bxd6?) 2.Nxb7 and wins.

(111) 1.Bxf8 Kxf8 2.Bxf7 Kxf7 3.Nd6+, and after 4.Nxc8, White is a rook ahead.

(112) 1.Nd6+ Bxd6 2.Nxd6+ K moves 3.Nxf7 and White will be the Exchange and a pawn ahead.

(113) White wins the queen: 1.Rxf8+ Rxf8 2.Rxf8+ Qxf8 3.Nxg6+ Resigns.

(114) 1.Nc7+! Ke7 (If 1...Rxc7, 2.Rxd8+ with the Exchange ahead.) 2.Rxd8 Rxd8 3.Rxd8 Kxd8 4.Ne6+ and wins. White's next is 5.Nxc5.

(115) 1.Nd5! Qxf5 (If 1...cxd5, 2.Qc7+ and 3.Qxb7 mate. If 1...Qh6, 2.Qb4 b6 3.Nxb6 and wins, or 2...b5 3.Qa5 and wins.) 2.Rxb7+! Kxb7 3.Qb4+ Kc8 (Or

3...Ka8 4.Nc7 mate.) 4.Ne7+. The fork wins the queen.

([116](#)) 1.Nd6 Bd7 (White threatened Nf5+ as well as Nxe8.) 2.Re7+ Kf6 3.Rxd7 Ke6 4.Rd8, and White keeps the extra piece: if 4...Ke7, 5.Nf5+ and if 4...Rh4+, 5.Kg3.

([117](#)) 1.Qa8+! Kh7 2.Nf3 and wins. White wins the Exchange.

([118](#)) 1.Qxb7 Bxb7 2.Rxd8 Rxd8 3.Nf7+, and wins.

([119](#)) 1.Nxd5! Bxd5 (White was threatening 2.Nxf6 in addition to Qh8 mate.) 2.Nd7+ and White wins the queen. 1.Nd7+ also wins, but less simply.

([120](#)) 1.Rxh4! Qxh4 2.Qxf8+! Kxf8 3.Ng6+ and White will be a piece ahead.

([121](#)) After 1.fxg8/Q Rxf6+, Black can still fight on. So: 1.fxg8/N! Rxf6+ 2.Nxf6+ K moves 3.Nxd7 and wins.

([122](#)) 1.Nh7! Black must move his queen, allowing 2.Nxf8. If instead 1...Kxh7, 2.Qxh5+ and 3.Qh7 mate.

([123](#)) 1.Nb5+ Kb8 2.Qa7+ Kc8 3.Nd6+. White wins the queen.

([124](#)) 1.Nb6+! cxb6 2.Be6. White wins the queen.

([125](#)) 1.Rh5+! Kf6 (If 1...Bxh5, 2.Ne6+ wins the queen.) 2.Rxf5+. White wins the knight.

([126](#)) 1.Nd5+ Resigns. White wins the rook.

([127](#)) 1.Nxe5! Resigns. If 1...Bxe5, 2.Rg8 mate. If 1...dxe5, 2.Rxc6 wins. If the knight is not captured, White wins a rook.

([128](#)) 1.Nd8+ Rxd8 2.Qxe7+ Resigns. Black is lost after 3.Qxd8+ .

(129) 1.Qxc8! Rxc8 2.Nd7+ K moves 3.Nxb6. White has won a piece.

(130) 1.Nxc6 Bxc6 2.Ne7+ K moves 3.Nxc6 and wins. White will be the Exchange and a pawn ahead.

(131) 1.b4! Bb6 2.b5 Na5 3.Ne7+. White wins the queen.

(132) The immediate Qxf5 will not do because of ...Qxd2+. Therefore: 1.Nf7+ Kg8 (If 1...Rxf7, 2.Qc8+ leads to mate.) 2.Nh6+ Kh8 3.Qxg7+!! Kxg7 4.Nxf5+, and wins.

(133) 1.Nxf6+! gxf6 2.Rxd4+ Resigns.

(134) 1.Rxc6+! Qxc6 2.Ne7+ Resigns. White wins the queen.

(135) 1.Nf6+! Bxf6 2.Qxg6+ any 3.Qh7 mate.

(136) 1.Nf6+! gxf6 2.Qg3+ Resigns. If 2...Bg7 3.Bxf6, etc.

(137) 1.Nd6+! Bxd6 2.Rxd7+ Be7 3.Rxe7+! Kxe7 4.Nc6+ Resigns. After 5.Nxb8, White will be a piece ahead.

(138) 1.Rxf8! Qxf8 2.Rd8! Qxd8 (On 2...Qe7 or the like, White has 3.Rh8 mate.) 3.Nxf7+ K moves 4.Nxd8 and wins.

(139) 1.b5+! Resigns. If Black takes either knight, 2.Nd7+ wins the rook. If 1..Kc7 2.Ne6+ with the same result.

(140) 1.Nf6+ Bxf6 2.exf6 Resigns. The coming check on the e-file leaves Black helpless.

(141) 1.Qf6! Qxf6 2.Nxf6 (White threatens Rxh2 and also Nxg8 and Nd7+) 2...Nf3 3.Rf4 Nd2+ 4.Ka2 Nxb3 5.Kxb3! Rh8 6.Nd7+ and wins. With the Exchange ahead, White will have an easy win.

(142) 1.Rxf7+ Kg8 (If 1...Kxf7, 2.Ng5+ Qxg5 3.Qe6+ Kf8 4.Qxe8 mate or 2...Kg8 3.Qe6+ Kh8 4.Nf7+ winning the queen.) 2.Ng5! Nf6 (If 2...Qxg5, 3.Rxe8+ Kxf7 4.Qe6 mate.) 3.Rxg7+ Resigns. If 3..Kxg7, 4.Ne6+ wins the queen.

(143) 1.Qxg6+! fxg6 2.Nf7+ and wins. After 3.Nxd8, White will be the Exchange ahead.

(144) 1.Qxg8! Rxg8 2.Nf6+ Ke7 3.Nxg8+! Ke8 4.Nf6+ Ke7 5.Nxd7 and wins. White is the Exchange ahead. White is also on top after 1...cxd5 2.Qxh8 dxc4 3.Bh6 Qe7 4.Bxf8 Qxf8 5.Qxh7, etc.

(145) 1.Rxf7! Bxf7 2.Qf3!.. (White threatens 3.Qxf7+ and 4.Qe7 mate. If now 2...Qe6, 3.Nxc7+ or if 2...Qd7, 3.Nf6+ winning the queen. Also if 2...Bg8, 3.Qf8+ Kd7 4.Qg7+ Kc6 5.Ne7+ with the same result.) 2...Bxd5 3.cxd5! Resigns. White's mate threat decides.

(146) 1.Qxc8+! Rxc8 2.Ne6+ and wins. After 3.R[N]xg7, White is a piece ahead.

(147) 1.Re8!! Qg5 (If 1...Qxe8, 2.Nh5+ Kh7 3.Nf6+ wins.) 2.Qe3. (Threatens 3.Re7+ Kf6 4.Qe5 mate.) 2...h5 3.Qe5+ Resigns. If 3...Qf6, 4.Re7+ wins the queen.

(148) 1.Ng6!! hxg6 2.hxg6 Rf6 (If 2...Nf6 3.Qh2 forces mate.) 3.Rh8+! Resigns. If 3...Kxh8 4.Qh2+ Kg8 5.Qh7+ Kf8 6.Qh8 mate.

(149) 1.Qxd4!! cxd4 2.Nxf6+ Kh8 3.Rxe8+ Rxe8 4.Bg7+! Kxg7 5.Nxe8+ K moves 6.Nxc7 and wins. White is a rook and knight ahead.

(150) 1.Rxd4! exd4 2.Bxd4 Qxd4 3.Nxf5+ Resigns. White wins the queen.



(151) 1...N2d4+ 2.cxd4 Nxd4+ 3.K moves Nxc2 etc.

(152) 1...Nh3+ 2.Kg2 Ng5 Resigns. Black wins a piece.

(153) 1...Nf4+! 2.exf4 Re8+ Resigns. If 3.Kd2, 3...Qd3 mate. Or 3.Ne4 Rxe4+, winning the queen.

(154) 1...Qxe4! 2.Nxe4 Ne2+ followed by 3...Nxc3, and Black has won the Exchange.

(155) 1...Ngf3+! 2.gxf3 Bh4! 3.Qg2 Bxe1. Black has won the Exchange.

(156) 1...Qxc6! 2.Nxc6 Ne2+. Black comes out a rook ahead.

(157) 1...Rd2! (If now 2.Qxd2, 2...Nf3+ wins the queen.) 2.Qc4. (If 2.Qc1, 2...Nf3+ 3.Kf1 Qb5[a6]+ and mates next move. And on 2.Qc3, 2...Qxe4 winning the queen or else mating the king.) 2...Nf3+ (If now 3.Kh1, 3...Rxxh2 mate.) 3.Kf1 Qd7 and mates shortly, as the queen cannot be kept from h3. For example, 3.Qe2 Qh3+ 4.Kf2 Qxh2+ 5.Kxf3 Qxe2 mate.

(158) 1...d2+! 2.Kxd2 Nxe4+ 3.K- moves Nxd6. Black wins easily.

(159) 1...Nxd4! 2.Nxc7 Ne2+ 3.Kh1 Nxc1. Black is a rook ahead.

(160) 1...b5! (If now 2.Bb3, 2...a4 wins the bishop.) 2.Bxb5 Nd4+ 3.Nxd4 Nxd4+, followed by ...Nxb5 and wins.

(161) 1...Rxe4! 2.Bxe4 Nc5+ 3.K moves Nxe4 and wins.

(162) 1...Rc1+! 2.Rxc1 Rxc1+ 3.Kxc1 Nb3+ 4.K moves Nxd4 and wins.

(163) 1...Qxd4! 2.Qxd4 Nf3+ 3.K moves Nxd4 and wins.

(164) 1...Nb3! (If now 2.Rb1, 2...Nd4 wins a piece.) 2.axb3 Qxa1. Black has

won the Exchange.

(165) 1...Nf3+ 2.Kd1 (Or 2.Kf1 with the same result.) 2...e2+! 3.Kxe2 Nd4+, followed by 4...Nxf5 and wins.

(166) 1...Rxc3+! 2.fxc3 Ne3+ 3.K moves Nxc4. With bishop, knight and pawn for the rook, Black has a comfortable win.

(167) 1...Bxe3 2.fxe3 Nc2, winning the Exchange, as he threatens ...Nxe3+ in addition to ...Nxe1.

(168) 1...Nc5 (Wins the Exchange, as White cannot play 2.Rd7.) 2.Rbb1 Nd3 and wins.

(169) 1...d4!. White is lost, for if the attacked knight moves, 2...Nb3+ wins his queen.

(170) 1...Rxb1 2.Rxb1 Bxe2 3.Kxe2 Nxc3+. Black wins a pawn and the Exchange. Another way is 1...Rxe2+ 2.Rxe2 Bxe2, etc.

(171) 1...Rxc2+! 2.Kxc2 Nxf3+ 3.K moves Nxd2. Black has won two pawns.

(172) 1...Nxf2!! 2.Rxf2 (If 2.Kxf2, 2...Ng4+ wins the queen. If 2.Bf3, 2...N2g4 3.Bxc4 Nxc4 and White can resign.) 2...Rc1+ 3.Bf1 Rxa1 4.Nhf5 exf5 5.Nxf5 Qxf2+! Resigns, for if 6.Kxf2, 6...Ng4+ wins.

(173) 1...Ne4+! 2.fxe4 Rf8. Black wins the queen.

(174) 1...Qxc3+! 2.Kxc3 Ne4+ 3.K moves Nxd2. Black has won a piece.

(175) 1...Bh3! (If now 2.gxf3, 2...Nf3+ wins the queen; or 2.f4 Qg6!, winning the queen because of the double threat of 3...Qxc2 mate and 3...Nf3+.) 2.Kh1 Bxc2+! 3.Kxc2 Qf3+ 4.Kg1 (If 4.Kf1, 4...Qh3+ 5.Ke2 Qg4+ 6.Kf1 Nf3

decides.) 4...Qg4+ 5.Kh1 Nf3 6.Qd1 Qh3. White must give up his queen to stop mate.

(176) 1...Qxe2+! 2.Kxe2 Nxd4+ 3.K moves Nxf5. Black has won a second pawn.

(177) 1...Rxc1 (For 2.Qxc1 allows mate, and if 2.Rxc1, 2...Nf3+ wins.) 2.h3 Nf3+! 3.Kf2 Rxf1+ Resigns.

(178) 1...Qxf3! 2.gxf3 Ne2+ 3.K moves Nxd4. Black has won a piece.

(179) 1...Nf2+. Black wins the queen.

(180) 1...Qxd5+! 2.Qxd5 Ne3+ 3.K moves Nxd5. Black has won a piece.

(181) White's first move threatens mate, winning the knight at a7. 1.Qd4! Resigns.

(182) Here too White wins at once with a double threat: 1.Qg5! Resigns.

(183) 1.Nxc6 Bxc6 2.Qd4 Ba5 3.b4 Red8 4.Qc5 and White wins a piece.

(184) 1.Bxa6 Rxa6 2.Rxa6 Nxa6 3.Qb5+ and wins. White wins a piece.

(185) 1.Re8+! Rxe8 2.dxe8/Q+ Kxe8 3.Re3+! and wins. If Black interposes, 4.Bxb5+ wins the knight. If 3...Kd8[f8], 4.Bxb5 wins the knight because of the threatened 5.Re8 mate.

(186) 1.Qd4! and wins. Black must stop the mate, thereby losing his knight.

(187) 1.Qc3+! K moves 2.Qe1! and wins. White wins the rook or the bishop.

(188) White's mate threat wins the bishop: 1.Qe4 and wins.

(189) 1.Qd8! and wins. White threatens Qxc8 as well as Rf8+. In the event of 1...Rd7, White should avoid 2.Rf8+ Kg6 3.Qxc8 Rd1+ 4.Kg2 Qf3+ 5.Rxf3 exf3 mate. Instead, 2.Qe8 is mate.

(190) 1.Rc7!! Qxc7 2.Rxd8! Resigns. If 2...Qxd8, 3.Qxg7 mate or 2...Qxe5 3.Rxe8 mate.

(191) 1.Qe4 and wins. Protecting himself against the mate, Black succumbs to Qxe7.

(192) 1.Qf5 and wins. Black can parry the mating threat only at the cost of giving up his rook.

(193) 1.Nxd3 Rxd3 2.Ra8+ Kh7 3.Be4+ Resigns. White wins the rook.

(194) 1.e5 Nd5 2.Bxh7+! Kxh7 3.Nxd5 Bxd5 4.Qd3+. White regains the bishop and wins a pawn.

(195) 1.Bxh6 gxh6 2.Qg4+. White forks king and knight.

(196) 1.Qc3! Resigns. White wins at least the Exchange after 1...Rxb1 2.Raxb1. If the rook retreats, then 2.Qxf6.

(197) 1.Rxf7! Rxf7 2.Bxf7+ Kxf7 3.Qc4+, and wins. White forks king and bishops.

(198) 1.Ng5! Nf6 (If 1...Bxg5, 2.Qxh7 mate. If 1...Qxd6, 2.Bxh7+ Kh8 3.Nxf7 mate.) 2.Bxh7+ Kh8 3.Nxf7 mate.

(199) 1.Bh6+ Kg8 (If 1...Kxh6, 2.Qh5+ forces mate. If 1...Kh8, 2.Nf7+ wins the queen.) 2.Nxc6 Bxc6 3.Qxe6+ and wins. White continues 4.Qxc6.

(200) 1.Bd4 Rg8 (If 1...Bxd4, 2.Qxd4+ wins the knight. If 1...Nc4, 2.Bxg7+

Kxg7 3.Qd4+ forks king and knight.) 2.Bxg7+ Rxd7 3.Qd4 Rb8 4.Rb1 Qb7 5.Bb3 and wins. White has trapped the knight.

(201) 1.Na7! Rxa7 (If 1...Qc7, 2.Re8+ wins.) 2.de8/Q+ Bxd8 3.Qxd8+ Kg7 4.Bxf5 gxf5 5.Qd4+. White wins the rook.

(202) 1.f6! gxf6 (If 1...Nxf6, 2.Qb8+ etc.) 2.Bxd7 Rxd7 3.Qg4+ and wins. White wins a rook.

(203) 1.Nd8+! (Not 1.Qxd5 Qxe6 2.Qxa5 Qxc4.) 1...Qxd8 2.Qxd5+ Kf8 3.Qxa5 and wins.

(204) 1.Rxf7 Rxf7 (If 1...Qxe2, 2.Rxf8+!) 2.Qe8+ and White forces mate.

(205) 1.f4 Bd6 2.e5 Bc5+ 3.Kh1 Ng8 4.Qd5 and wins. This “triple attack” wins because of the mate threat.

(206) 1.f4 Bd6 2.Qe8+. White wins the rook.

(207) 1.Rxc6+ dxc6 2.Qxc6+. White wins the rook.

(208) 1.Rxg7+ Kxg7 2.Qd4+. White wins the rook.

(209) 1.Bxa6 Rxa6 2.Qd3. White wins a piece.

(210) 1.Rxa6 Nxa6 2.Qa4+ and wins. After 3.Qxa6, White has two pieces for the rook.

(211) 1.Rxe4 Rxe4 2.Qc6. White wins a rook.

(212) 1.h3! Nh6 2.Qe4 wins the rook; Black must guard against Qxh7 mate.

(213) 1.Rg5+! Ng6 2.Qe6+. White wins the bishop.

(214) 1.Bxf6 Qxf6 2.Qd5+. White wins the knight.

(215) 1.Ng5! hxc5 (If 1...Rf6, 2.Qxe4 Qxe4 3.Nxe4 wins a piece.) 2.Qxc5+ and wins. After 3.Qxd8+, White is the Exchange ahead.

(216) 1.Nxd5! cxd5 2.Rxd6! Qxd6 3.Qe8!. (Threatens 4.Qh8 mate.) 3...Rf8 4.Nxf8+ Qxf8 (Else White mates.) 5.Qxf8 Resigns.

(217) 1.Nxe5! Nxe5 2.Qh5+ Ng6 3.Qd5 and wins. White's mate threat enables him to win the rook.

(218) 1.Bxg7 Kxg7 (If 1...Re8, 2.Be5 f6 3.Qe4! remaining a piece ahead.) 2.Qe5+ Nf6 3.Rd6!. White wins the knight.

(219) 1.Qc7! Rbd8 2.Bxf6 and wins. Black cannot recapture.

(220) 1.Nxf5 wins a piece for White as the recaptures don't work: 1...Rxf5 2.Bxf5 or 1...Bxf5 2.Qd5+

(221) 1.Bxc6 dxc6 (No better is 1...Qxc6.) 2.Qa3+ and White wins the bishop.

(222) 1.d5 Ne7 2.Qa4+ and wins.

(223) 1.Nh6+! gxh6 2.Qg4+ and wins. White's next is 3.Qxe2.

(224) 1.Rh3 h6 (White threatened 2.Rxh7+ Kxh7 3.Qh5 mate. If 1...g6, 2.fxc6! Rxc6 3.Rxh7+ Kxh7 4.Qh5+ Rh6 5.Qf7+, followed by mate.) 2.Qd2! and wins. White threatens 3.Qxd7 as well as 3.Qxh6+! (or 3.Rxh6+!) 3...gxh6 4.Rxh6 mate.

(225) 1.Nxe5 Rxe5 2.f4 and wins.

(226) 1.Bxf7+ Rxf7 (If 1...Kxf7, 2.Qb3+ wins the bishop.) 2.dxe5 Ng4 (Black dare not play ...Nxe5?? losing his queen.) 3.e6. This double attack wins back a



piece.

(227) 1.e3 Nf5 (Or 1...Nb5 2.Qa4.) 2.Qg4 and wins.

(228) 1.c6 Rxb6 (If 1...Rb8, 2.Qd6+ or 1...Re7 2.b7 Qb5 3.Qd6 etc.) 2.Qd8+ Resigns. White wins the rook.

(229) 1.Qe7+ Kxf5 2.g4+ Resigns.

(230) 1.Rxe5! fxe5+ 2.Kxe5 Resigns. White threatens Kxd6 and also f6+.

(231) 1.f6+ exf6 2.e7 Resigns.

(232) 1.Bxg7 Kxg7 2.f5 gxf5 3.gxf5 Qc6 4.f6+ and wins.

(233) 1.f3 Qh4 2.Qxh4 gxh4 3.e4 and wins.

(234) 1.Bxe6+ Nxe6 2.Rd7+ Kf8 3.Nxe6+ Kg8 4.Nf8+. White mates next move.

(235) 1.d7 Rd8 2.Qa5 and White wins a piece.

(236) 1.Rxg7! Kxg7 (If 1...Qxg7, 2.Bf6 wins the queen.) 2.Bf6+! Qxf6 3.Nh5+ Resigns. White wins the queen.

(237) 1.Ne8! Qe7 2.Qg3 Qxe8 3.Qxb8 and wins.

(238) 1.Nxe5 Qxe5 2.Bxd6+ Resigns. White wins the queen.

(239) 1.Qxh6+!! Kxh6 (Or 1...Rxb6 2.Rxd7+ and 3.Rxb7.) 2.Rxd6+ Qxd6 3.Nf5+ and wins. White is two pawns up after 4.Nxd6.

(240) 1.g5! hxg5. (Forced.) 2.Rxd6! Rxd6 3.Rxd6 Qxd6 4.Qc8+ and White wins the rook.

(241) 1.Rxb2! Rxb2 2.Qd4 Qe5 3.Re1! Resigns. If 3...Qxd4, 4.Rxe8 mate. If

3...Qxe1, 4.Qg7 mate.

(242) 1.Rf5. White wins a piece.

(243) 1.Bf7!! Kxf7 (If 1...Qxf7, 2.Rxd8 winning the Exchange, as Black's bishop is pinned. If 1...Rxd2, 2.Qxg6+ Kf8 3.Qg8+ Ke7 4.Qe8+ Kd6 5.Qe6 mate.) 2.Rxd8 Qxd8 3.Qb7+. White wins the rook.

(244) 1.Qh8+ Kg5 2.Qe5+ and wins. 2.Qd8+ also wins the bishop. Plus 1.h4 (threat 2.Qh8 mate) works as well.

(245) 1.Nxd5! cxd5 2.Qb5+. White wins back the sacrificed material and remains a pawn ahead.

(246) 1.d5 Bxd5 2.Nxf5. White wins the Exchange.

(247) 1.Rxe7! Rxe7 2.Rxe7 Qxe7 3.Qg4+. White wins the rook.

(248) 1.Nh4! Bxh4 2.d6!. (This secondary threat explains the first move.) 2...cxd6 3.Bxb7 Nc6 4.Bxa8 Rxa8 5.gxh4. White has won the Exchange.

(249) 1.Rxd6! Rxd6 2.Qe5. The threat of 3.Qxg7 mate wins the rook.

(250) 1.Qd4 f6 2.Nxe4 Rxe4 3.Qxe4 Qxb2 4.Re1 and White has won the Exchange.

(251) 1.Bh6 Nxe5 2.Bxg7+ Kh8 3.Bxe5 Bg5 4.Rxg5 mate.

(252) 1.Nxe6! fxe6 2.Bxf6 gxf6 3.Rxd6! Rxd6 4.Qg3+. This is the whole point. White continues 5.Qxd6, with a pawn ahead.

(253) 1...d3! 2.Rxd3 Rxd3 3.Qxd3 e4 4.Bxf6 gxf6. Black wins a piece.

(254) 1...Bc6. Black wins a piece.

(255) 1...Qxd2 2.Rxd2 Bb4 3.Rd1 Rc2. Black wins a piece.

(256) 1...g5 2.Be3 g4. Black wins a piece.

(257) 1...Rxf2! 2.Rxf2 Nxe4! Resigns. For if 3.Bxe4, 3...Qxf2+, and Black mates next move.

(258) 1...Qe6! 2.Qf2 Rxh3+! 3.Kxh3 Qh6 mate.

(259) 1...Qc6 and wins.

(260) 1...Rg3+ and wins.

(261) 1...Re8 2.Qf4 Qd4!. Black wins a piece.

(262) 1...Nfxe4! 2.Nxe4 Qh4+ and wins. After 3...Qxh6 or 3...Bxh6, depending on White's reply, Black is a pawn ahead.

(263) 1...Rxd5+! 2.Qxd5 Bg6+ 3.Qe4. (If 3.Kc3[c4], Rc2 mate.) 3...Bxe4+ Black is the Exchange ahead.

(264) 1...Bxh3 2.Kxh3 Qg1. Black wins a piece.

(265) 1...Nxf2! 2.Kxf2 Nxh5 3.Bxh5 Qh4+. Black continues 4...Qxh5.

(266) 1...Rxd4! 2.Rxd4 Qa3+ 3.Kb1 Qxa2+ 4.Kc1 Qa1+, followed by 5...Qxd4+, and wins. There's also 2...Qb4+ 3.Ka1 (3.Kc1 Rxa2! wins) 3...Qc3+ and 4...Qxd4.

(267) 1...Bxe4 2.fxe4 Rxh3! 3.gxh3 Qxe4+ 4.Kg1. Now 4...Qe3+ (better than taking the rook) 5.Kf1 (5.Kg2 comes to the same thing) 5...Qf3+, and Black mates on e2.

(268) 1...Qxb1+! 2.Nxb1 Rxf3 3.gxf3 Rd1+. Black wins the knight.

(269) 1...c6 2.Bc4 Qa5+. Black wins the knight. If 2.Nc4 (threat 3.Nd6 mate), 2...Ng6 3.Ba4 b5 wins a piece.

(270) 1...Qc7+! 2.g3 Qe7!. Black wins the rook because of the simultaneous threat of ...Qe2 mate.

(271) 1...Bxh2+ 2.Kxh2 Nxf2 3.Qe2 Nxd3 4.Qxd3 Bxf3 5.Qxf3 Qh4+. Black wins the rook.

(272) 1...Qe1+ 2.Rd1 Qe4! (Threatens mate. This would also be the reply to 2.Nd1. Then 3.Rc3 and 3.Rd2 run into knight forks. 3.Kd2 and 3.Nf2 fail against 3...Qe2(+), while 3.Nb2 transposes to the main line after 3...Qh1+ 4.Rd1 etc.) 3.Rd3 Qh1+! 4.Rd1 Qxh2 and wins. Black still threatens mate and thus gains time to pick up the remaining white pawn.

(273) 1...Bxc3 2.bxc3 Nxe3! 3.fxe3 Qxe3+ and wins. Black continues 4...Qxd3.

(274) 1...Bxg2+ 2.Kxg2 Qg4+ (If now 3.Kh1, 3...Qf3 mate.) 3.Kf1 Qxd1+ (If now 4.Re1, 4...Qf3+, forcing checkmate.) 4.Kg2 Qg4+ 5.Kf1 Qf3+ (5...Qxg1+ also works: 6.Ke2 Qg2+ 7.Kd3 Qf3+ 8.Kc4 Qxe4+ 9.Kxc5 b6+!.) 6.Ke1 Qxe4+. Black wins the bishop too.

(275) 1...Rxe5+! 2.fxe5 Qxe5+. Black wins the rook.

(276) If Black tries to win a piece by the double attack 1...Qe5?, he fails after 2.Nf3!. The right way is 1...Rxd4! 2.Rxd4 Qe5!. Black wins the rook because of the threat ...Qh2 mate.

(277) 1...Rxb3! 2.axb3 Bd4+. Black wins the rook.

(278) 1...Nxd5! 2.exd5 Qh4+. Black continues 3...Qxa4.

(279) 1...Rd5! 2.Bc4. (After 2.Be8, Black has the same winning move.) 2...b5

and wins.

([280](#)) 1...e3! (Threatens 2...e2.) 2.Re1 exd2. Black wins a piece.

([281](#)) 1...g6! 2.Qh4 Bxf4+! 3.Kxf4 g5+. Black wins the queen and comes out a rook ahead.

([282](#)) 1...g5! 2.Bg3 g4 (If the attacked knight moves, 3...Ne4 wins a piece.) 3.a3 gxf3! 4.axb4 fxg2. The double attack wins a piece.

([283](#)) 1...d4! (Threatens 2...Qxe2+ 3.Kxe2 d3+ winning a piece.) 2.Qxd3 exd3. Black wins a piece, for if 3.N moves, d2+ wins the rook.

([284](#)) 1...Nxf3+! 2.gxf3 Qd4+ 3.Kh1 Rxb2 and wins.

([285](#)) 1...Rxg3 2.Rxg3 Bxf4+. Black continues 3...Bxg3.

([286](#)) 1...Qc4!. This wins a piece as White cannot guard both rook and knight.

([287](#)) 1...Qb6!! (Threatening ...Qxb2 mate and also attacking White's bishop. White can stop the mate only by losing his bishop. Instead this follows...) 2.Bxb6 Ne2 mate.

([288](#)) 1...Nxe2+ (Forcing White's reply.) 2.Qxe2 Qd4+ and wins. Black continues 3...Qxc3.

([289](#)) 1...Rxf3! (If now 2.Rxf3, 2...Rxh3+ 3.gxh3 Bxf3+ 4.Qxf3 Qxf3+ and 5...Qxd1. If 2.gxf3, 2...Rxh3+ and mate next move.) 2.Bh2 Rxh3! 3.gxh3 Rxf1 mate.

([290](#)) 1...Qh3!! (Threatening not only ...Qxh6, but also ...Ng3+ and mate next move.) 2.gxh3 Nf2+ 3.Kg1 Nxh3 mate.

([291](#)) 1...Rd3 2.Rac1. (White can stop mate only by losing his bishop.) 2...Rh3

mate.

(292) 1...hxc3! (Apparently allowing a double threat.) 2.Rd2 (If 2.hxc3, 2...Bf6 winning the b2-pawn.) 2...gxh2+ (If now 3.Kg2, 3...Rh3! saves everything for Black.) 3.Kxh2 Bc7!! and Black wins, for if 4.Bxb3, 4...Bxf4+ and 5...Bxd2.

(293) 1...Qe7! (Attacking the rook and also threatening ...Qe1 mate.) 2.h4 Qe1+ 3.Kh2 Qxh4+ and Black continues 4...Qxg5.

(294) 1...c5 2.Nf3 c4 and wins.

(295) White's discovered attack wins the queen because of the threat of 2.Qh8 mate. 1.Nd5! Resigns.

(296) White's discovered attack wins the queen or forces checkmate. 1.Ne6! Qxe3 2.Nd5 Qe4 3.Ndc7 mate.

(297) 1.Rxe6+!. If now 1...fxe6, 2.Bg6+ wins the queen. Or 1...Bxe6 2.Bb5+ with the same result. So Black must move his king, remaining with a decidedly inferior game.

(298) 1.Be7! Re8 2.Bb4 Resigns. By threatening mate, White wins the queen.

(299) 1.Qxf8 Qxf8 2.c8/Q+ Resigns.

(300) 1.Ba6! Rb8? (This loses a whole rook instead of "only" the Exchange.) 2.Bc4+. White wins a whole rook.

(301) 1.Nxc6! Qxc3 (Or 1...Qxc6 2.Qg7 mate.) 2.Nxe7+ Kh8 3.Nf7 mate.

(302) 1.Nxd7! Resigns. If 1...Rxd7, 2.Qxe8, or 1...Rxe2, 2.Nxf6+, and White wins a rook in either event.

(303) 1.Ng5! Qxg5 2.Bxb7 and wins.



(304) 1.Rxd7! Nxd7 2.Rxd7. If now 2...Qxd7, 3.Nh6+ wins the queen.

(305) 1.d6! Bxg2 2.dxe7 Re8 3.Kxg2 cxd3 4.axb5 Rxe7 5.b6!. White will win the a-pawn and the d-pawn, but aside from that, his far advanced passed pawn assures him an easy win.

(306) 1.Qg4 g6 2.Nh6+ Resigns.

(307) 1.f3 Bh5 2.f4! If 2...Bxe2, 3.fxg5; or 2...exf4, 3.Bxh5. White wins a piece in either event.

(308) 1.Ne6! Qa5+ (If 1...Qxe3, 2.Nbc7 mate.) 2.Bd2 Qxd2+ 3.Qxd2 Nxd2 4.Nbc7 mate.

(309) 1.Bc4! Rxf1+ (If 1...Qxc4, 2.Rxf8+ etc.) 2.Bxf1! Qa5 3.Re1! Resigns. If the bishop moves, 4.Qe8+! decides.

(310) 1.Nxc7! Qxc7 (Else his rook goes lost.) 2.Bxe6+ Resigns. White wins the queen.

(311) 1.dxc5 Bxc5 (Or 1...Nxc5 2.Bxc5 winning a piece.) 2.Bxc5 Nxc5 3.Rxc5! Resigns. If 3...Qxc5, 4.Rxe8+ etc.

(312) 1.Ne6+! Qxe6 2.Qa5+ Kb8 (If 2...Kc6, 3.b5 mate. Or 2...b6 3.Qa7+ Kc6 4.Qxb6 mate.) 3.Ba7+ Ka8 4.Bb6+ Kb8 5.Qa7 mate.

(313) 1.Ng5! Rd8 (If 1...Qxf3, 2.Nxf7 mate.) 2.Qxd5 Rxd5 3.Nxf7+ Kg8 4.h5. The rook is trapped, leaving Black with a lost ending.

(314) 1.Bd5! Resigns. If 1...Rxf2, 2.Qg8 mate. If 1...Rxd5, 2.Rxf8 mate, or 1...Qxd5 2.Rxf8+ followed by mate.

(315) 1.Ng5! Bxg5 2.Bxb7 Nxe2+ 3.Rxe2 and White continues 4.Bxa8.

(316) 1.Qe6+ Kh5 (No better is 1...Kh7 2.Ng5+ Kh8 3.Qc8+ and mate next move.) 2.Nf6+ gxf6 3.Qxe1 Resigns.

(317) 1.Bxf7+ Kxf7 2.Qxg4 Resigns.

(318) 1.Nd5! Nxd5 (If 1...Qxf3, 2.Nxe7+ wins a piece.) 2.Qxf6 Nxf6 3.Bxh6 Nbd7 4.Bxf8 Kxf8 5.e5 Nd5 6.Bxd5 cxd5 7.e6 and wins.

(319) 1.Bxf6! gxf6 2.Nxf6+! Bxf6 3.Rxd8+! Resigns. White continues 4.Qxb7.

(320) 1.Rxb7! Qxe6 2.Bc5! Qxe2 (Expecting 3.Rxe2?? Rd1+ and Black forces mate.) 3.Rxe7+! Qxe7 4.Rxe7 mate.

(321) 1.Nf6!! Resigns. No matter how Black plays he is checkmated. For example, 1...Nxd3 2.Rxh7 mate; or 1...gxf6 2.Qxh7 mate; or 1...h6 2.Qh7 mate.

(322) 1.d5! Resigns. In saving his queen, Black loses his knight.

(323) 1.Nxe5! Bxd1 ("Best" is 1...dxe5 2.Qxg4 and White wins easily.) 2.Bxf7+ Ke7 3.Nd5 mate.

(324) 1.Nd5! Qa4 2.Bb5+ Qxb5 3.Nxc7+ Resigns. Black loses his queen.

(325) 1.Rxd7! Qxd7 2.Nxe5 Qc8 3.Bxb7 Qxb7 4.Ng6! Bf6 5.Ne7+! Kh8 6.Qxf6! gxf6 7.Bxf6 mate.

(326) 1.f7+ Kh7 (On 1...Bg7, White makes a new queen.) 2.Qf5+ Kh8 3.Qf6+ Kh7 4.g6+ Resigns. Black loses his queen.

(327) 1.Nb6 Ra7 2.Nxe5 Qxe5 3.Nxc8 Rxc8 4.Bxf7+ Resigns. White wins a whole rook.

(328) 1.Qxb5!! Qxb5 2.c4 Qd7 3.Rxg7+ Kh8 4.Rg8+! Kxg8 5.Rg1+ Qg4

6.Rxg4 mate.

(329) 1.Nd6 Re7 (If 1...Rf8, White wins the Exchange in the same way. But if 1..Rg8?, 2.Nf7 mate!) 2.Nxc8. White wins the Exchange by 3.Bxe7.

(330) 1.Rxe5! Qxe5 2.Ng6! Resigns. If 2...Qxh2, 3.Nde7 mate.

(331) 1...Bxc5! 2.Qxh8 Ne5 (Threatens ...Qg4.) 3.Kh1 (To answer 3...Qg4 with 4.f3. If 3.h3, 3...Qd5.) 3...Bxg2+! (Or even 3...Qg4 4.f3 Nxf3!. The check is more forcing.) 4.Kxg2 Qg4+ 5.Kh1 Qf3+ (Or 5...Qe4+ 6.Kg1 Nf3+ 7.Kg2 Nh4+ 8.Kg3 Qg2+ 9.Kxh4 Be7+ and Black mates next move.) 6.Kg1 Ng4 7.Nd2 (If 7.Be3, 7...Nxe3.) 7...Bxf2+ 8.Rxf2 Qxf2+ 9.Kh1 Qxh2 mate.

(332) 1...Nd3! 2.Rd1 Qh1+ 3.Ke2 Nf4+! Resigns. If 4.exf4, 4...Qxd1+ 5.Ke3 Qd3 mate. If 4.Kf3, 4...Qxg2+ wins the queen.

(333) 1...Be3!. Black threatens mate, as well as ...Bxf2+.

(334) 1...Rxe2 2.Qxe2 Qc3+ 3.Qc2 Qxc2 mate.

(335) 1...Nc7. White must lose the knight or the bishop.

(336) 1...Nxe4! 2.Qxe5 Nxd2+ 3.Kc1 Bxe5 4.Kxd2 Rxb4 Resigns.

(337) 1...Nxd4 2.Qxd4 Ng4+. White loses his queen.

(338) 1...Nxc5! If now 2.Bxc8, 2...Nd3+ followed by ...Qxc8. If 2.dxc5, 2...Bxf5 etc.

(339) 1...Qxd2! 2.Rxd2 Rxc2 3.Rxc2 Rxc2 4.Qa3. (After 4.Qa1 Black wins the queen the same way.) 4...Rxg2+ 5.Kh1 Rxa2+ Resigns. White loses his queen.

(340) 1...Ne3 2.Re1 Nc4+! 3.Bxc4 Rxe1 and wins.

(341) 1...Bxd3! 2.Qxd3 Bxh2+! 3.Nxh2 Rxd3 Resigns.

(342) 1...Nxf2! 2.Kxf2 Bxg3+ Resigns. White loses his queen.

(343) 1...Qc1+ 2.Kh2 Qf4+ (If now 3.Kg1, 3...Nf3+ wins White's queen.) 3.Kh1 Qf1+ 4.Kh2 Qxe2 and wins.

(344) 1...d3! (If now 2.Qxd3, 2...Qxb2 etc.) 2.Bxf6 dxe2 and wins. White loses his rook or bishop.

(345) 1...Bh3! 2.Qxa8 Bc5+ (If now 3.Red4, 3...Bxd4+ 4.Rxd4 Qe1 mate.) 3.Kh1 Bxg2+! 4.Kxg2 Qg4+ (If now 5.Kh1, 5...Qf3 mate.) 5.Kf1 Qf3+ 6.Ke1 Qf2 mate.

(346) 1...Nf3+! (If now 2.Kh1, 2...Nxd4 wins.) 2.gxf3 Qg6+ 3.Kh1 Ng3+ 4.hxg3 Qxc2 Resigns.

(347) 1...Rxf1+! 2.Kxf1 Bd3+! Resigns. White loses his queen.

(348) 1...Ng3! 2.Qxg6 Nde2 mate.

(349) 1.Qxd8+! Kxd8 2.Bc2+ and wins. White continues 3.Bxa4.

(350) 1.Bh7!+ Kh8 2.Bg8+ Kxg8 (Or 2...Bh6 3.Qh7 mate.) 3.Qh7 mate.

(351) 1.Nf7!! Qf6 (If 1...Kxf7, 2.fxg5+ wins Black's queen.) 2.fxg5 and wins. Black cannot save his queen, rook, and bishop.

(352) 1.Nxf7! Rxd8 (If 1...Nxd3, 2.Ng5+ Kh6 3.Rxh7 mate.) 2.Nxd8+ Kf6 3.Nxe6 and wins. White comes out the Exchange ahead.

(353) 1.Rxf6! gxf6 2.Qxd7+! Kxd7 3.dxc5+ and wins. White continues 4.cxb6.

(354) 1.Qxg8+ Ke7 (If 1...Kxg8 2.Nf6 mate.) 2.Nd6 Resigns.

(355) 1.Rd7+ Rc7 2.Rxc7+ Kxc7 3.Bf8+. White continues 4.Bxg7.

(356) 1.Rh1. (Threatens 2.Kg2 discovered check and mate.) 1...Kh5 2.Kg3+. White wins the bishop.

(357) 1.Qd5. (Threatening a discovered check – such as 2.Rf6+ .) 1...Qc1+ (If 1...Kh8, 2.Qd8+ and mate next move.) 2.Rf1+ Resigns.

(358) 1.Qc5+ Re7 2.Ng6+! Kxf7 (If 2...hxc6, 3.Rh8+ Kxf7 4.fxc6+ Ke6 5.Re1+ and White mates soon.) 3.fxc6+ Kg8 (If 3...Kxc6, 4.Qf5 mate.) 4.Nxe7+ Kh8 5.Ng6+! Kg8 6.Qf8+! Rxf8 7.Rxf8 mate. A bit faster is 4.Qc4+ Bd5 5.Qxd5+ Re6 6.Qxe6 mate.

(359) 1.d5+ Resigns.

(360) 1.Bh5+ g6 2.Nxc6! Bg7 (If 2...hxc6, 3.Bxc6 mate; or 2...Nb6 3.Ne5 mate.) 3.Nxc8+ Kf8. After 4.Qxd2 Bxc8 White is the Exchange ahead.

(361) 1.Bxe7 Nxa4 2.Bxd6+ Kd7 3.Bxf8 Resigns. If 3...Rxf8, 4.Ne5+ wins the bishop.

(362) 1.Nxc5+ Bxc5 2.Rxc5 Bxc4 3.Rxc7+ Kh8 4.Rxd7+ Kg8 5.Rg7+ Kh8 6.Rc7+ Kg8 7.Rxc4 Resigns.

(363) 1.Rxd6! Qxd6 2.Bxc7+ Kg8 3.c5+ and White wins the queen.

(364) 1.Qxf7+! Kxf7 2.dxc6+ Kg6 3.cxb7. White plays 4.bxa8/Q, leaving him a whole rook ahead.

(365) 1.Rh8+! Kxh8 2.e6+ Qg7 3.Bxc7+ Resigns. Black has only two pieces for the queen.

(366) White wins the queen: 1.Nc5+ Resigns.

(367) 1.Ne6 Kh7 (White threatened mate at h5. If 1...Nf4, 2.Rh5+ Nxe5 3.Qg6 mate.) 2.Rh5+ Kg8 3.Qxg6+ Rg7 4.Nxg7 Bxg7 (If 4...Kf8, 5.Rh8+ Ke7 6.Re8+ and mate next move. Of course 4...Qxc2 stops mate but it drops the queen.) 5.Rh8+! Kxh8 6.Qh7 mate. 1.Qh5+ is also very strong: (a) 1...Kxh5 2.Nf7+ Bg5 3.Rxg5 mate; (b) 1...Kg7 2.Qh7+ Kf8 3.Qxa7, etc.

(368) 1.Nh5! gxe5 (If 1...Bf8, 2.Nxf6+ Kh8 3.Qxh7 mate.) 2.Bxh7+ Kh8 3.Bg6+ Kg8 4.Qh7+ Kf8 5.Bh6+ Ke7 6.Qxf7+ Kd8 7.Qxe8 mate. By inserting 1...Bxh2+, Black can clear d6 for his king at the end, but it's still a hopeless cause.

(369) 1.Rg3+! fxe3 2.Bxh7+! Kxh7 3.hxe3+ Kg8 4.Rh8 mate.

(370) 1.Re7 Bxc6 2.Rxg7+ Kh8 3.Rxc7+ Kg8 4.Rxc6 Resigns.

(371) 1.Rxh6+ Kxh6 2.Nxd5+ and wins. Also strong, though not a discovery, is 1.Qg2 threatening 2.Rxh6+

(372) 1.Qa8+ Nb8 2.Qxb7+! Kxb7 3.Bxd7+ Ka8 (If 3...Ka6 4.Bc8+ followed by 5.Nc4+ and 6.Rb4 mate.) 4.Rxb8+! Kxb8 5.Rb1+ Ka8 6.Bc6 mate.

(373) 1.Re7! Kg8 (If 1...Qxe7, 2.f6+ wins the queen. 1...Qxd4 2.cxd4 is better, but still losing after 2...Nb7 3.f6+ etc.) 2.Rxa7 and wins.

(374) 1.Qxh5+ Bxh5 2.f6+ e5 3.Bxe5 mate.

(375) 1.Ng6+! fxe6 2.fxe6+ and wins.

(376) 1.Qxh7+! Qxh7 2.Rxh7+ Kxh7 3.Rh1+ Kg7 4.Bh6+ Kh7 5.Bxf8+ Bh2 6.Rxh2 mate.

(377) 1.Rg7+ Kf8 2.Rxd7+ Kg8 3.Rg7+. (3.Ng5 intends 4.Ne4 Bxe4 5.Nxe4 and Nf6 mate. Black counters with 3...Nf4 and ...Nd5, more or less forcing the text



line.) 3...Kf8 4.Rb7+ Kg8 5.Rxb8+ Nf8 6.Rxf8 mate.

(378) 1.Qxa7+! Kxa7 2.Ra3+ Kb7 3.Ba6+ Ka8 4.Bc8 mate.

(379) 1.Qxg6+! Kxg6 (If 1...Kf8, 2.Rh8+ Ke7 3.Rxe8+ and 4.Qxg7+) 2.Bh5+! Kxh7 3.Bf7 mate.

(380) 1.Bf8+ Bh5 2.Qxh5+! gxxh5 3.Rh6 mate.

(381) 1.Nxg7! Kxg7 2.Qxh6+! Kxh6 3.Bxf6 mate. 1...Rxxg7 also runs into 2.Qxh6+!, and if 2...Kg8 3.Bxf6, with unavoidable mate.

(382) 1.b4! Nc4 (If 1...Nc6, 2.Bd5+ wins the knight.) 2.Bxc4+ and wins.

(383) 1.Ne6+! exf4 2.Bg7 mate.

(384) 1.Qxh6! gxxh6 2.gxxh6+ Kf8 3.Rg8+! Kxg8 4.h7+ Kf8 5.h8/Q mate.

(385) 1...Bxd4 2.Rxxh5 e2+ 3.Kh1 e1/Q mate.

(386) 1....Qxf6! (So that if 2.Qxf6, 2...Re1+ 3.Bf1 Rxf1+! 4.Rxf1 f2 mate.) 2.Qc1 Qb2! 3.Qf1 Qxf2! 4.Qxf2 Re1+! 5.Qxe1 f2+. Black mates in two moves.

(387) 1...Nd4+! 2.Nd2 Rxd2+ 3.Rxd2 Nf3+, followed by 4...Nxd2.

(388) 1...Nh4+ (If now 2.Kg1, 2...Qg4 mate.) 2.Ke1 Nxf3 mate.

(389) 1...Nxxh2! 2.Qxxh2 Qxxh2+ 3.Kxxh2 f3+ 4.Nxd6 fxe2! and wins.

(390) 1...Ng3+! 2.hxxg3 hxxg3+ 3.Bxxh5 Qh4 mate.

(391) 1...Rxxg2+! 2.Kxxg2 Rxf2+! 3.Bxf2 e3+ Resigns. If 4.Rd5 (forced), 4...Qxf2+ 5.Kh1 Qxe1+ 6.Kg2 Qf2+ 7.Kh1 e2 and wins.

(392) 1...Qxxg2+! 2.Kxxg2 Nf5+, followed by 3...Nxxh6.

(393) 1...Qxg3! 2.fxf3 Rd8+, followed by 3...Rxc8.

(394) 1...Qxd4! 2.Bxd4 e3+ 3.Qg2 (If 3.Qf3, 3...Bxf3+ 4.Rxf3 Nxc2 5.Rd1 Nxd4 6.Rxd4 Bc5 with a winning endgame.) 3...Bxg2+ 4.Kxg2 Nxc2 5.Ra4. (If 5.Rad1, 5...Rxc3! 6.Bxc3 e2 and wins.) 5...Rfd8 6.Bb6 Rd2+ 7.Kf3 Rxc3! 8.bxc3 e2 and wins.

(395) 1...e2+. Black wins, for if 2.Rf2, 2...Qxa1+, etc.

(396) 1...Rxg2! 2.dxe7 Rxe1+ 3.Bxe1 Rd2+ 4.Kg1 Bd4+ 5.Bf2 Rxd1+ 6.Qe1 Rxe1 mate.

(397) 1.Qxf7+! Kxf7 2.Bxd5+ Kg6 (If 2...Ke7, 3.Rf7 mate.) 3.Bf7+ Kxg5 4.Bc1+ Kg4 5.Rf4+ Kg5 6.h4+ Kh6 7.Rf6 mate.

(398) 1.Qh5+! Nxh5 2.fxe6+ Kg6 3.Bc2+ Kg5 4.Rf5+ Kg6 (If 4...Kg4, 5.h3+ leads to a quick mate. Likewise if 4...Kh4, 5.Re4+, etc.) 5.Rf6+ Kg5 6.Rg6+ Kh4 7.Re4+ Nf4 8.Rxf4+ Kh5 9.g3!, followed by 10.Rh4 mate.

(399) 1.Qd8+! Kxd8 2.Ba5+ Ke8 3.Rd8 mate.

(400) 1.Nxf5! exf5 2.Nf6+! Qxf6 3.Qd8+! Bxd8 4.Bb5 mate.

(401) 1.Qd7+! Bxd7 2.Nd6+ Kd8 3.Nf7+ Kc8 4.Re8+! Bxe8 5.Rd8 mate.

(402) 1.Ne7+ Kh8 2.Ng6+! hxf6 3.hxf6+ Qh4 4.Rxh4 mate.

(403) 1.Nxe5 Ne7 (If either ...Nxe5, 2.Rxe5+ is deadly.) 2.Nxd7! Qxd5 3.Nf6+ Kf8 4.Bxe7 mate.

(404) 1.Bxe6! Bxf1 (Also after 1...fxe6 2.Qxe6+ Black comes under heavy attack.) 2.Bxf7+ Resigns. If 2...Kxf7, 3.Qe6 mate. Or 2...Kd8 3.Qe8+ winning Black's queen.

(405) 1.Qd8+! Kxd8 2.Bg5+ Ke8 3.Rd8 mate.

(406) 1.Qd8+! Kxd8 2.Bg5+ Ke8 (Or 2...Kc7 3.Bd8 mate.) 3.Rd8 mate.

(407) 1.Rxg5! hxd5 2.Qh7+ Nd7 (If 2...Kd8, 3.Qh8+ is decisive.) 3.Bxd7! Qg8 (If 3...Qxd7, 4.Qxd7+ Kxd7 5.Rxb8 and White wins easily.) 4.Rb7+! Kxb7 (If 4...Rxb7, 5.Qxg8 and wins.) 5.Bc8+!! and wins. The most beautiful double check ever played. After 5...Kxc8 6.Qxg8+, White wins a rook.

(408) 1.Rd7! Qxa1 2.Rxg7+! Kxg7 3.Bh6+ Kh8 4.Ng6+! hxd6 (If 4...Kg8, 5.Nxf8 followed by Qg4+ or Qf7+.) 5.fxd6 Qf1+ 6.Kh4 Qf3 7.Bg7+ Kxg7 8.Qh7 mate.

(409) 1.Qd8+! Kxd8 2.Bg5+ Ke8 3.Rd8 mate.

(410) 1.Rg8+! Kxg8 2.Rg1 mate.

(411) 1.Nxe4! Nxf3+ 2.Qxf3! Qxf3 3.Nf6+ Kd8 4.Re8 mate.

(412) 1.Bd6+! Kxd6 2.Rd3. White wins the queen.

(413) 1.Rb8+! Kxb8 (Or 1...Rxb8 2.Nxd7 etc.) 2.Nxd7+ Resigns. White wins the black queen without losing his own.

(414) 1.Qd7+! Bxd7 2.Nd6+ Kd8 3.Nf7+ Kc8 4.Re8+! Bxe8 5.Rd8 mate. Reinforcement; a close relative of #401.

(415) 1...Bd3+ 2.Ke1 Rf1 mate.

(416) 1...Rc1+! 2.Kxc1 Qc4+ 3.Kd2 Qd3+ 4.Ke1 Qe3+ 5.Kf1 Rf8 Resigns. White is helpless, for example, 6.Qf3 Bh3+ etc.

(417) 1...Nf3 mate!

(418) 1...Qg2+! 2.Kxg2 Rxc3 mate.

(419) 1...Qxd4! 2.exd4 Bb4+ 3.Kd1 Re1 mate.

(420) 1...Rxf3! 2.Qxe2 Rxf1 mate.

(421) 1.Qd5+! Resigns. If 1...Rxd5, 2.Rxf8 mate. If White plays 1.Qxh3 in the diagram position, Black can make a fight of it with 1...Nf2+ or 1...Nf4+.

(422) 1.Nd5 Qd8 2.Bxc7 Qd7 3.Qg4! Re6 (If 3...Qxg4, 4.Rxe8 mate.) 4.Rxe6 Qxe6 (If 4...fxe6, 5.Nf6+.) 5.Nf6+ Kf8 (If 5...Qxf6, 6.Qxc8+ and mate follows.) 6.Bd6+! Qxd6 7.Qxc8+ Ke7 8.Ng8 mate.

(423) 1.Qc4! Resigns. White threatens 2.Qg8 mate, and if 1...Rxc4, 2.Rxf8 mate.

(424) 1.Rd7! Qxd7 (If 1...Nxd7, 2.Qg4+ Kh6 3.Rf5 wins.) 2.Qxe5+ Kg6 3.Rf5 Resigns. Black's king cannot escape.

(425) 1.Rxc7+! Qxc7 (If 1...Kxc7, 2.Bxe6 Qxe6 3.Rg1+, forcing the win.) 2.Bxe6+ Rf7 3.Rg1! Qxc1 4.Qxf7+ Kh8 5.Qh5+ Kg7 6.Qh6 mate.

(426) 1.Rc8+! Qxc8 2.Qxc7+! Rxc7 3.Rxc7 mate.

(427) 1.Rd5+! Nxd5 (If 1...Ka6, 2.Bc8+ wins.) 2.Be2+ Ka5 3.Ra7+ Ra6 4.Rxa6 mate.

(428) 1.Re5 Qd7 2.Rxe8+ Qxe8 3.d7! Qxd7 4.Qb8+ Kh7 5.Qh8+! Nxe8 6.Rg7 mate.

(429) 1.Ba3! Qxa3 2.Qe6! Kg7 (If 2...Nd8, 3.Qf7+ Nxf7 4.Ne6 mate.) 3.Qf7+ Kh6 4.h4 and the threat of Ng4 mate decides. Black can decline the bishop, 1...Qc4, but even then he's under heavy pressure: 2.Re1 Qd3 3.Qe6 Qg6 4.Rxc6!.

(430) 1.Qh6+! Resigns. If 1...Bxh6, 2.Ne7 mate.

(431) 1.Bf6! gxf6 (Or 1...Rg8 2.Qxg7+! Rxd8+ and mate follows.) 2.exf6 Rg8 3.Rd8! Rxd8 4.Rxd8 Resigns. White threatens mate, and if 4...Rxd8, 5.Qg7 mate.

(432) 1.Qe7! Qc7 (If 1...Rxe7, 2.Rf8 mate; if 1...Rxf3, 2.Qg7 mate.) 2.Qf8+! Rxf8 3.Rxf8 mate.

(433) 1.Rxa6! Resigns. If 1...Rxa6, 2.Qd8 mate; if 1...Qxa6, 2.Qd7 mate.

(434) 1.Rxh7! Resigns. If 1...Rxd7, 2.Rxh8; or 1...Rxh7 2.Rxd8. In either case White has won a piece.

(435) 1.Bxf5! exf5 2.Nxf5 Rg8 3.Re8! Resigns. If 3...Rxe8, 2.Qg7 mate; if 3...Qxe8, 4.Qf6+ and mate next move.

(436) 1.Rxc8! Qxc8 2.Qg6 Resigns. There is no defense to the coming 3.Qxh6 mate.

(437) 1.Rc5+ Kb8 (If 1...Nc7?, 2.Qxf4; if 1...Rc7, 2.Rxc7+ Kxc7 3.Rxb7+ with an easy win.) 2.Bxb7! Rxb7 (If 2...Qxg3+, 3.Bg2+! and wins.) 3.Rxb7+ Kxb7 4.Qg2+ Kb8 5.Rb5+ Kc7 6.Qb7+ Kd6 7.Rd5 mate.

(438) 1.Re8! Qxe8 (Or 1...Rxe8 2.Qg7 mate.) 2.Qf6+ Rg7 3.Qxg7 mate.

(439) 1.gxf6! Nxf6 2.hxg6+ Kg8 3.Rh8+! Kxh8 4.f7! Be7 (If 4...Qh4, 5.fxe8/Q+ and mate next move.) 5.Rh1+ Bh4 6.f8/Q mate. *Editor:* Likely 1.Qf7 along with 2.h6 also does the job, but it's less dramatic.

(440) 1.Rh3! Qxh3 2.Qxg7 mate.

(441) 1.f5! Qg5 (If 1...Qxf5, 2.Bxg7 mate; if 1...Bxf5, 2.Bxg7+ Qxg7 3.Rxe8

mate.) 2.Bxg7+ Qxg7 3.f6 Qg6 4.f7+ Ne5 5.Rxe5 dxe5 6.Qxe5+! Resigns. If 6...Rxe5, 7.f8/Q+ and mate next move; if 6...Qg7, 7.Qxe8+ Bxe8 8.fxe8/Q+ Qg8 9.Qxg8 mate.

(442) 1.Rxg7! Rxg7 2.Nxf6 Qe7 3.Nxe8 Qxe8 4.Qf4! Re7 5.f6!. If now 5...Re6, 6.Rxe5 Rxe5 7.f7, threatening 8.Qf6 mate, or 8.fxe8/Q+ or 8.Qxe5+ Qxe5 9.f8/Q mate.

(443) 1.Qe8! Ka5 (If 1...Rxg7, 2.Qb5 mate.) 2.Qc6! Resigns. White wins the black rook which cannot move.

(444) 1.Nh6+! gxf6 (If 1...Kh8, 2.Nxf7+ wins the queen.) 2.Bxf6 Resigns. Black is helpless against the coming Qg3+.

(445) 1.Re8! Resigns. If 1...Qxe8, 2.Qg7 mate. Meanwhile Black is helpless against the triple mate threat.

(446) 1.Bd6! Resigns. If 1...Qxd6, 2.Nxf7 mate.

(447) 1.Re8+! Rxe8 (If 1...Qf8, 2.Qxf7+ leads to mate.) 2.Qxf7+ Kh8 3.Qxe8+ Qf8 4.Qxf8 mate.

(448) 1.Nd2! d6 (If 1...Nxd2, 2.Rg5 mate.) 2.Nxe4! dxe5 (If 2...Nxe4, 3.Re8 mate.) 3.Nxf6 mate.

(449) 1.Qe5! Resigns. Black must lose the queen, as White threatens Qxg7 mate, and if 1...Qxe5, 2.Rxf8 mate.

(450) 1.Nh5! gxf5 (If 1...Nxf5, 2.Qxf7+ Kf8 3.Qxf7 mate.) 2.Rg3 Resigns. There is no good move. If 2...h4, 3.Ne6+ hxg3 4.Qg7 mate; if 1...Bf8, 2.Nxf7+ Ng4 3.Nf6 mate.

(451) 1.Rxc7+! Resigns. (If 1...Rxc7, 2.Rxc7+ followed by 3.Qxg8 with a piece



ahead; if 1...Qxc7, 2.Rxc7+ Kxc7 3.Qxh7+ and wins.

(452) 1.Rxe5! Qxe5 2.Qf3 Resigns. If 2...Qf6 or 2...Qe7, to stop the threatened 3.Qf7 mate, then 3.Qd5+ forces mate.

(453) Black's rooks are overworked. He depends on the trap 1.Rxd7? Rxd7 2.Qxd7 Qxd7 3.Rxd7 Re1+ 4.Nf1 Ne2+ 5.Kh1 Rxf1 mate, but White is too wily for him. 1.Qxd7! Resigns. Black loses at least a piece and may get mated, for example, 1...Rxd7 2.Rxe8 mate. If 1...Qxd7, 2.Rdxd7!, and if Black recaptures either rook, White mates.

(454) 1.Qxa7! Qxa7 (If 1...Rc7, 2.Qxc7! winning as in the main line.) 2.Re8+ Bf8 3.Bd4+ Qg7 4.Rxf8 mate.

(455) 1.Qh5+! Rxh5 2.Bg6 mate.

(456) 1.Bf6! Resigns. White threatens 2.Qh6 and 3.Qg7 mate. Black cannot play 1...Nxf6 because of 2.Qh8 mate.

(457) 1...Rd2! 2.Qxd2 Nxf3 Resigns. Black attacks the queen and also threatens ...Qxh2 mate.

(458) White expects to recover the Exchange after 1...Rxf1+ 2.Qxf1 etc., but... 1...Qd7! Resigns. If 2.Qxd7, 2...Rxf1 mate; if 2.Qc4, 2...Rxf1+ 3.Qxf1 Qxe6 and Black is a rook ahead.

(459) 1...Nxf3+ Resigns. White's queen knight is pinned, so that after 2.Qxf3, there follows ...Qxb1+.

(460) 1...Rg6+ 2.Kh2 Qd2+! 3.Bxd2 Rf2+ 4.Qg2 Rxg2 mate.

(461) 1...Nf3! Resigns. If 2.Bxf3, 2...Rxf1 mate. On other moves follows 2...Rxf1+ 3.Bxf1 Rxh2 mate.

(462) 1...Re2! Resigns. Black threatens 2...Qxh2 mate or 2...Qg2 mate. If 2.Rxe2, 2...Qxf1 mate.

(463) 1...Re1+! Resigns. If 2.Qxe1, 2...Qxg2 mate; if 2.Nxe1, 2...Qh1 mate.

(464) 1...b4! 2.axb4 Rxh4! 3.gxh4 g3 (Threatens ...g2 etc.) 4.fxg3 c3+! (Now if 5.Kxc3, 5...Kxe3 wins.) 5.bxc3 a3! Resigns. If 6.Kc1, 6...Kxe3 wins.

(465) 1...Rxd1+ 2.Rxd1 Qxc3. Black has won a piece.

(466) 1...Bd5! 2.Qd3. (If 2.Ne3, 2...Qxe5 wins a piece; if 2.Qe3, 2...Bxg2 3.Kxg2 Nd5 with the same result. Or 2.Qg3 Bxg2 3.Kxg2 Nh5, again winning a piece.) 2...Qxd3 3.Nxd3 Bxg2 4.Kxg2 Rxd3 Resigns. Black has won a piece.

(467) 1...Nf5! 2.Nxf5 Rxg2+, followed by 3...Bxf5, and Black has won a piece.

(468) 1...Rxd3!, winning a piece, for if 2.Qxd3, 2...Qxg2 mate.

(469) 1...Qe5! (If now 2.Qxe5, 2...Nd3+ and 3...Rxc1 mate.) 2.Rc4 Nd3+! 3.Kb1 (Or 3.Kc2 Qxd4, etc.) 3...Qxd4 4.Rxd4 Rc1 mate.

(470) 1...Nxg3 2.hxg3 Qxg3+ (If now 3.Qg2, 3...Bxd4+ wins.) 3.Bg2 Bh3 Resigns. Black threatens 4...Bxd4+ and also ...Qh2+. If 4.Re2, 4...Qh2+ 5.Kf1 Qh1+ is murderous.

(471) 1...Ne2! (If now 2.Nxc8, Black wins as in the main line. If 2.Qxe2, 2...Qxc1+ wins.) 2.Rcxc2 Rxh3+! 3.gxh3 Qxe4+ 4.f3 Qxf3+ 5.Kh2 Be5+ 6.Qg3 B[P]xg3 mate.

(472) 1...Rd4+! 2.Qxd4 Qh2! Resigns. White has no satisfactory defense against the threat of ...Qg3 mate.

(473) 1...Nxf3+ 2.Qxf3. (White's knight at d2 is pinned.) 2...Bxd2+ Black has

won a piece. He can also start with 1...Bxd2+ and if 2.Qxd2, 2...Nxf3+

(474) 1...Ra5!. (Also good is 1...Bb3+!, winning at least the Exchange.) 2.Ra3. (If 2.Rd8+, 2...Be8 mate!) 2...Bb3+! Because of the pin Black wins at least a piece.

(475) 1.dxe5 Qxe5 (If 1...Bxe5, 2.Bxf4 wins a piece.) 2.Nxd6 Qxd6 3.Bxf4 and wins. White has won a piece.

(476) 1.Bh6+ Kxh6 (Or 1...Kg6 2.gxh5+ etc.) 2.Qxf6 mate.

(477) 1.g4! Bg6 2.Nxg6 and wins. White continues 3.Qxe4 with a piece ahead.

(478) 1.Re8! Qxe8 2.Bxf6+ Kg8 3.Qh8 mate.

(479) 1.Rxg7! Rh8 (If 1...Rxg7, 2.Qxh5+ leads to mate.) 2.Qxh5+! Rxh5 3.Rg8 mate.

(480) 1.Rh7+! Kxh7 2.Qxf7+ Resigns. White's Rh1+ forces mate.

(481) 1.Rxe6! Qxe6 2.Bxd5 and wins. White wins the queen.

(482) 1.Qxc6+! Bxc6 2.Nxe6 mate.

(483) 1.Bh3! f6 (Or 1...Qxh3 2.Qxd8 etc.) 2.Bxd7 fxg5 3.Bxa4 and wins. White is a rook ahead.

(484) 1.Rc8+! Rxc8 (Forced.) 2.Qxb2. White has won the queen for a rook.

(485) 1.Rh4 Nxh4 (If 1...Qxf6, 2.Rhxf7 mate. Or 1...h5 2.Rxg6+ Qxf6 3.Rxh5 Nh6 4.Rhxf6 mate.) 2.Qxd6 and wins.

(486) 1.Qg4+! Resigns. After 1...Qxg4 2.Rxe8+ and 3.fxg4, White is a rook ahead.

(487) 1.Rxf8+! Kxf8 (If 1...Q[R]xf8, 2.Qxh7 mate.) 2.Ng6+ hxc6 3.Qh8+ Kf7 4.Qxg7 mate.

(488) 1.Rxf6! gxf6 2.Bxh7+ Kg7 3.Qh5 Resigns. There is no good defense to the threat of 4.Qh6+ Kh8 5.Bg6+ Kg8 6.Qh7[h8] mate.

(489) 1.Ra7+ Kh6 2.Rxh7+ Kxh7 3.Qxf6. White has won a piece.

(490) 1.Nd5 Qd8 2.Bxc6 bxc6 3.Nxb4. White has won a piece.

(491) 1.Qxb4+ Kf5 2.Rf6+ Resigns. White wins the queen.

(492) 1.Qd8+ Re7 (If 1...Kf5, 2.g4 mate.) 2.Nd7+ Resigns. White wins the rook.

(493) 1.Rxc5. (Or 1.Bxc5, etc.) 1...Rxc5 2.Bxc5 Qxc5 3.Qxg5+ Kh7 4.Qh5+ Kg7 5.Rg3+ Kf6 6.Qg5 mate.

(494) 1.Nxe8 Rxe8 2.Qxf7 Resigns. White has won a piece.

(495) 1.Bf5 Rxe1+ 2.Qxe1 Qd6 (If 2...Qxf5, 3.Qe8 mate.) 3.Qe8+ Qf8 4.Bxh7+ Resigns. White wins the queen.

(496) 1.Nxf6! gxf6 2.e7 Re8 3.Qe1! Qh6 (If 3...Qxe1, 4.Bxf6 mate.) 4.Qe3! Qh4 5.Qf4! Resigns.

(497) 1.Nxg6! fxg6 2.Rxg6+ Kf7 3.Rxf6+ Kxf6 4.Qxh5. With two pawns ahead plus the attack, White wins easily.

(498) 1.Qc7! Resigns. If 1...Qxc7, 2.Bxh6+ wins a piece; if 1...Qg6, 2.Qxb7 etc.

(499) 1.Qa3 Qf7 (If 1...Qxa3, 2.Bxe6+ wins a piece.) 2.Bxe6+ Qxe6 3.Qxa7. White has won a pawn and has a winning attack.

(500) 1.Qxe6+ Kg7 2.Qe7+ Resigns. White wins the knight.

(501) 1.Re1! Resigns. Black cannot defend himself. If 1...Rxe1, 2.Qxc6+ Ke7 3.Qxa8 and wins; if 1...Kd7, 2.Rxe6 wins at once.

(502) 1.Qxh7! Resigns. If 1...Rxh7, 2.Rf8 mate. Black cannot meet the threats of 2.Qxh8 mate, 2.Qxg6 mate, or 2.Qf7 mate.

(503) 1.Bc8! Bxc8 2.Rxc8+ Kg7 3.Kxh3 Resigns. White has won a piece.

(504) 1.Bxf7+! Qxf7 2.Rd8+ Kxd8 3.Qxf7 Resigns. White has all the play.

(505) 1.Bxc5! Qxf3 2.Re1+ Be7 3.Rxe7+ Kf8 4.Rd8 mate.

(506) 1.Rxc5! Qxc5 2.Bb5! Qf8 (If 2...Qxb5, 3.Bf6 forces mate.) 3.Bxe8 Qxe8 4.Bf6 Qf8 5.Qxf8+ Kxf8 6.Rd1 Resigns. Only 6...Bd7 stops mate, but then 7.Rxd7 leaves White a piece ahead.

(507) 1.Re7! Qxe7 2.Qxd5+ Resigns. White wins the other rook as well.

(508) 1.Ne6! Nxe6 (If 1...fxe6, 2.Qf8+ Kh7 3.Qh6+ Kg8 4.Rf8 mate.) 2.Qxf7+ Kh8 3.Qxe6 Resigns. White can win as he pleases.

(509) 1.Re7! Qxe7 2.Nxf5 Qf8 3.Rxh7+ Kxh7 4.Qh5+ Qh6 5.Qxh6 mate.

(510) 1.Qc2+ Qg6 (If 1...g6, 2.Rd7+ Kg8 3.Qc4+ forcing mate.) 2.Rh8+ Kxh8 3.Qxg6 Resigns.

(511) 1.Rxe6! Qxe6 2.Ng5 (Another way is 2.Rxh7+ Kxh7 3.Ng5+ and 4.Nxe6.) 2...Qg6 3.Rxh7+ Qxh7 4.Nf7 mate.

(512) 1.Bxe5 Qe6 2.Bd5 Qg4 (If 2...Nxd5, 3.cxd5 Qg6 [or 3...Qf5 or 3...Qxd5 with the same result] 4.Nxe7+ winning the queen.) 3.Qxg4 Nxg4 4.Nxe7+ and wins.

(513) 1.Kg3 Rd4 (If the rook moves on the file, 2.Nxc4 wins a piece.) 2.Nf5+

Resigns. White wins the rook.

(514) 1.Rd6 Rf6 (Or 1...Re7 2.Nxg6 and wins.) 2.Nd7. White wins the Exchange

(515) 1.Rd7! Qxd7 2.Qxf6+ Kh6 (If 2...Kf8, 3.Qg7+ Ke7 4.Bf6+ Ke6 5.Bc4+ etc.) 3.h4 g4 4.h5, with hxg6 mate coming up. Another way was 3.Qg7+ Kh5 4.g4+ Kh4 5.Bd4, intending 6.Bf2 mate.

(516) 1.Qxc7+ Qxc7 2.Rd7+ Qxd7 3.Rxd7+, and 4.Bxc6 wins a piece.

(517) 1.Bxg3 Qg5 (If 1...Rxxg3, 2.Qf8 mate; if 1...Qxxg3, 2.Qf6 mate. Relatively best is 1...Qe7, when opening the d-file by 2.dxe6 or 2.d6 cxd6 3.Bxd6 yields White a fearsome attack.) 2.Qf7! e5 (White threatened 3.Q[B]xc7 mate.) 3.Qxxg8+! Qxxg8 4.Bh4+ Qg5 5.Bxxg5 mate.

(518) 1.Rxd7! Qxd7 2.Nxf6+ gxf6 3.Bc5! Resigns. Black has no adequate defense against the coming 4.Qxh6 and 5.Qg7 mate.

(519) 1.Rxe5! dxe5 2.Rxe5. (Threatening 3.Nc5+.) 2...Kf7 3.Ng5+ Kf8 4.Re6! (Threatens 5.Rxf6+) 4...Qa4 5.b3! Qxa2 (If 5...Qa3, 6.d6! wins.) 6.Re8+! Resigns. If 6...Kxe8, 7.Qe6+ forcing mate.

(520) 1.Qxe7! Rxe7 (If 1...Qxe7, 2.Nxe7+ Rxe7 3.Bxc6 winning a piece.) 2.Nf6+ Kh8 3.Nxd7 Rxd7 4.Bxc6 and wins.

(521) 1.Rh8+! Bxxh8 2.Rxxh8+ Kxxh8 3.Qh6+ Kg8 4.Nf6 mate.

(522) 1.Nb6 Rb8 2.Nxa8 Rxa8 3.Rxc6 Resigns. White has won a piece.

(523) 1...Re3! (If now 2.Qxe3, 2...Qh1 mate.) 2.Qg2 Rxxg3 and wins.

(524) 1...Rxb2! 2.Qxb2 Bd3+! (If now 3.Kc1, 3...Ba3 wins.) 3.Kc3 Bb4+! Resigns. If 4.Qxb4, 4...Qc2 mate.



(525) 1...Rb1+! (If now 2.Kf2, 2...Qe1 mate.) 2.Rxb1 Qxa3 Resigns.

(526) 1...Bc2+! Resigns.

(527) 1...Bxd6 2.Qxd6 Rxf2+ 3.Bxf2 Qxf2+ 4.Kh1 Be4+ and Black mates next move.

(528) 1...Rh1+ Resigns.

(529) 1...Bxc3 2.bxc3 g5 and Black wins a piece.

(530) 1...Rxd3+! 2.Kxd3 Rxf2. Black is two pawns ahead and will soon win a third.

(531) 1...Be2!. This wins the Exchange, leaving White in a hopeless situation with two pawns down.

(532) 1...Rxe2! 2.Kxe2 Re8+ After 3.Kd1 (or 3.Kf1) 3...Bxd3(+), Black has a winning game.

(533) 1...Bh4!. Whichever bishop White takes, Black replies 2...Qxc2+ and 3...QxB[b2 or c4] with a rook ahead.

(534) 1...Nc4 2.Rc2 Nxb2 3.Rxb2 Rxc3 Resigns.

(535) 1...Qd6! Threatening ...Qxb4 as well as the mate that actually occurs. (If 2.Qxd6, 2...Rxe1 mate.) 2.Qc3 Qh2+ 3.Kf1 Qh1 mate.

(536) 1...Qc4! (If now 2.Nc3, 2...Qxe2 wins a rook; if 2.Kf2, 2...Rxd1 3.Qxd1 Qxa2 etc.) 2.Qxc4 Rxd1+ 3.Qf1 Bd4+ 4.Kh1 Rxf1 mate.

(537) 1...Nxe2 (If now 2.Nxe2, 2...Qxb1+ or 2.Kxe2 Qxc3.) 2.Rxb4 Bxc3. Black comes out a piece ahead.

(538) 1...Nc2+ Resigns. If 2.Qxc2, 2...Qxe2 mate.

(539) 1...Rd1! 2.Qxd1 Qxe3+ 3.Kg2 Nh4+! 4.gxh4 Bh3 mate.

(540) 1...Rxc2+ 2.Kxc2 Qxe4+ Resigns.

(541) 1...Nd4! 2.Nxd4. (If the queen moves, Black wins with ...Nxf3+.) 2...Qh2 mate.

(542) 1...Bxd4 2.Qxb6 Bxb6 Resigns.

(543) 1...Nf3+! 2.Kh1 (If 2.Nxf3, 2...Qxb5; if 2.gxf3, 2...Bxd4+ wins the queen.) 2...Nxd4 3.Qxc6+ Nxc6 Resigns.

(544) 1...Qxd4! 2.Bxd4 Nf3+ 3.Kf1 Bb5+ 4.Qc4 Bxc4 mate.

(545) 1...Qxh3+! 2.Nxh3 Nxf3 mate.

(546) 1...Rg1+ 2.Kxc1 Qxe2 Resigns.

(547) 1.Nc6! Nxc6 2.Qh7+! Nxh7 3.Be5+ Kh6 4.Bg7 mate.

(548) 1.Qxe5! dxe5 2.Nf6+ Resigns. After 3.Nxd7, White is a rook ahead.

(549) 1.Rxd8 (Not 1.Bxd8, allowing 1...Rxd7 with some chances.) 1...Rxc7 2.Rh8+!. White continues 3.d8/Q.

(550) 1.Nxf6! Kxf6 2.Ne4+ Kg7 3.Rc2! Qa4 4.Qxg5+ Bg6 (Or 4...Kh8 5.Qxd8 Qxc2 6.Qxf8+ Bg8 7.Qf6 mate.) 5.Rc7+ Kg8 (If 5...Rd7, 6.Nc3 wins.) 6.Qxg6+! hxg6 7.Nf6+ Kh8 8.Rxh7 mate.

(551) 1.Rxe6+! fxe6 2.Qh5 mate.

(552) 1.Bf6! Qxf6 2.Rhe1+ Be7 (If 2...Be6, 3.Qd7 mate.) 3.Bxc6+ Kf8 4.Qd8+!

Bxd8 5.Re8 mate.

(553) 1.Rxd7! Kxd7 2.Be3! Resigns. If 2...Qxe3, 3.Rxf7+ Kd8 4.Qxe6 and mate follows.

(554) 1.Ba6! Bxa6 2.Nexg5 Rfd8 (The threat was 3.Qh7 mate.) 3.Rh8+! Bxh8 4.Qh7+ Kf8 5.Qxh8 mate.

(555) 1.Re5! (Threatens 2.Qh5+ Kg8 3.Ne7+! Bxe7 4.Qf7+ and 5.Rh5 mate.) 1...Rf8 (If 1...Bxe5?, 2.Qh5+ Kg8 3.Ne7+ and mate. next move.) 2.Ne7! Resigns. If 2...Rxf7, 3.Rh5 mate.

(556) 1.d7 Qd8 (Else the pawn queens.) 2.Qd6+ Resigns. White wins a rook.

(557) 1.Ne7+ Qxe7 2.Rh8+ Kxh8 (If 2...Kf7, 3.Qh5+ g6 4.Qxg6 mate.) 3.Qh5+ Kg8 4.Qh7+ Kf7 5.Bg6 mate.

(558) 1.Ng5! hxg5 (White threatened 2.Qh7 mate.) 2.Qe6+. White continues 3.Qxc8 with the Exchange ahead.

(559) 1.e6! fxe6 2.Ne5 Qe8 3.Ng6+! Resigns. If 3...hxg6, 4.Rh3+ forces mate.

(560) 1.g6! Qxg6 (If 1...Qxf6, 2.Qxh7 mate; if 1...hxg6, 2.Ng5! wins.) 2.Bxg7! Resigns. If 2...Qxg7, 3.Rg1 wins Black's queen.

(561) 1.Bxh7+! Kxh7 2.Rh3+ Nh6 3.Nc4! dxc4 4.Bxh6 gxh6 5.Qh5 Resigns. Black has no defense.

(562) 1.Nd5! exd5 (If 1...Qf7, 2.Qh8 mate.) 2.Bxd5+ Be6 3.Bxe6+ Qxe6 4.Rxg7+! Kxg7 5.Qh7+ Kf6 6.Rh6 mate.

(563) 1.Rxb5! cxb5 2.Rc8! Qd5 (If 2...Rxc8, 3.Qa1+ wins; likewise after 2...Qxc8 3.Qd4+, etc.) 3.Qa1+! e5 (If 3...Rxa1, 4.Rxf8+ forces mate.) 4.Bxe5+

Qxe5 (If 4...Rxe5, 5.Rxa8 wins.) 5.Rxf8+! Kg7 6.Rf7+! Resigns. If 6...Kxf7, 7.Nxe5+ or 6...Kg8, 7.Qxa8+ wins.

(564) 1.Re4! g5 2.Rh4+! gxf4 3.Qh6+ Resigns. White mates next move.

(565) 1.Re8+! Rxe8 2.Qg4+ Qxg4 3.Nf6 mate.

(566) 1.Nd5! exd5 2.Rxf7+! Kxf7 3.Qxg6+ Kf8 4.Rf1+ Resigns. White mates soon.

(567) 1.Ne7+! Qxe7 2.Qxh7+! Kxh7 3.Rh5+ Kg8 4.Rh8 mate.

(568) If 1.g6, 1...Qxg6 2.Qc4+ d5 and Black has a defense. White therefore uses a clearance move to control the important diagonal: 1.Ne5! dxe5 (White threatened Rh8 mate. If 1...Qxe5, 2.Qxe5 dxe5 3.g6 followed by mate.) 2.g6! Qxg6 3.Qc4+ Resigns. Interposition at f7 allows Rh8 mate.

(569) 1.f4! exf4 2.Rxg6+! Kxg6 3.Qh5+ Kg7 4.Qh6+ Kg8 5.Qh8 mate.

(570) 1.b5! Bxb5 2.Ne6! h5 (White threatened mate in two by 3.Qf6+, etc.) 3.Qf6+ Kh7 4.Bb4 Resigns. White plays 5.Ng5+ Kh6 6.Bf8+ followed by mate.

(571) 1.Ne5! Qe6 (Or 1...Qe8 2.Nhg6+ hxg6 3.Bc4! bxc4 4.Rh1+ Kg8 5.Qxc4+ Rf7 6.Nxg6 and 7.Rh8 mate.) 2.Bc4! bxc4 3.f5! Qxe5 4.Ng6+! hxg6 5.fxg6 Qxg5 6.Rh1+ Kg8 7.Qxc4+ Qd5 8.Rh8+! Kxh8 9.Qh4+ Kg8 10.Qh7 mate.

(572) 1.Bxf7! Rxf7 (Or 1...Qxf7 2.Qd8+ and mate next move.) 2.Qh8 mate.

(573) 1.Rh8+! Kxh8 2.Rh1+ Kg8 3.Rh8+ Kxh8 4.Qh1+ Kg8 5.Qh7 mate.

(574) 1.Qd8+ Qf8 2.Rxh6+! Bxh6 3.Qf6+ Qg7 (If 3...Bg7, 4.Rh1 mate.) 4.Rh1! Qxf6 5.exf6. Black can't stop Rxh6 mate.

(575) 1.Bxc4 e6 (If 1...Nxf5, 2.Bxf7 mate.) 2.Bb5+ Ke7 (If 2...Nd7, 3.Bxd7+

Qxd7 4.Qf4 with a piece ahead.) 3.Ng6+! hxc6 (3...fxg6 4.Bg5 mate) 4.Nd5+! exd5 5.Qe5 mate.

(576) 1.Bg5! Qxg5 2.Qf5+! Qxf5 3.Rxd8+ Kxd8 4.Re8 mate. Another way is 1.Rxd8+ Kxd8 2.Bg5+, etc.

(577) 1...Ne2+ 2.Kh1 Qxg4! 3.hxc4 Rh5+! 4.gxh5 Rh4 mate.

(578) 1...Kg7 (Threatens 2...Rh8+ and 3...Qh3 or 3...Rh1+!) 2.e6 Rh8+ 3.Kg1 Qe8 4.g4 Rh1+! 5.Kxh1 Qh8+ 6.Kg1 Qh3, and Black checkmates.

(579) 1...Qxh7 2.Rxh7 Nd3+. After 3...Nxe1, Black will be a rook ahead.

(580) 1...Qb8! 2.dxc4 Ba3! 3.cxd5+ Kd7! 4.Qxa3 Rh8+ 5.Kg1 Rh1+! 6.Kxh1 Rh8+ 7.Kg1 Rh1+! 8.Kxh1 Qh8+ 9.Kg1 Qh2+ 10.Kxf1 Qh1 mate.

(581) 1....e3! 2.fxe3 dxe3 3.Nxe3 Nd3+! 4.exd3 Qxg3+ 5.Ke2 Nd4 mate.

(582) 1...Bb5! 2.axb5 Nhg3+ 3.Nxg3 Nxg3+ 4.hxc3 hxc3+ 5.Kg1 Rh1+! 6.Kxh1 Rh8+ 7.Kg1 Bc5+! 8.Nxc5 Rh1+! 9.Kxh1 Qh8+ 10.Kg1 Qh2 mate.

(583) 1.Rd5! Resigns. If 1...exd5, 2.Qxd8+ and mate next move; if 1...Qxd5, 2.Qf6 mate; and if 1...Rxd5, 2.Qf8 mate.

(584) 1.Bd6! Resigns. If 1...Qxb3, 2.Rf8 mate; if 1...Rxd6, 2.Qb8+ and mate follows.

(585) 1.Be6+! Kb8 (If 1...fxe6, 2.Qd7+ forces mate.) 2.Nd7+ Kc8 3.Nc5+ Kb8 4.Na6+! bxa6 5.Qb4 mate.

(586) 1.Be4! Bxe4 (If 1...Rxe4, 2.h3+ Kg3 3.Rf3 mate.) 2.h3+ Kg3 3.Be1 mate.

(587) 1.Rf5! exf5 2.Qxh5 mate.

(588) 1.Rd7! Bxd7 2.Bxh7+ Nxb7 (If 2...Kh8, 2.Nxf7 mate.) 3.Qxf7+ Kh8 4.Ng6 mate.

(589) 1.Ne4! Bxe4 2.Rxe4 Resigns. If 2...dxe4, 3.Qg3 mate.

(590) 1.e7! Nxe7 2.Bxe7 Rxe7 3.Qxg5+ Kf8 4.Rxf4+ Resigns. White wins after 4...Ke8 5.Qg8+ Kd7 6.Bf5+, etc.

(591) 1.Ne6+! fxe6 2.Qf8+ Kc7 3.Qxe7+ Kb8 4.Rh8+ Bc8 5.Rxc8+ Kxc8 6.Ba6+. White mates next move.

(592) 1.Rg3+ Kf7 2.Qxf4+ Resigns.

(593) 1.Bd6! Bxd6 2.Nf6+! gxf6 3.Rg1+ Kh8 4.Qxh7+! Kxh7 5.Rh5 mate.

(594) 1.Bc7! Qxc7 (If 1...Rxc7, 2.Qb7+! Rxb7 3.Rxc5 mate.) 2.Rxc5+! Qxc5 3.Qb7+ Kxa5 4.Ra1 mate.

(595) 1.e7! Rf7 (If 1...Qxe7, 2.Qxd5+ Kh8 3.Kxb2 and wins; if 1...Rf6, 2.e8/ Q+ winning; if 1...Rfe8, 2.Rxg7+ Kxg7 3.Rg1+ forcing mate.) 2.Rxg7+! Kxg7 (If 2...Rxg7, 3.e8/Q+ wins.) 3.Rg1+. White forces mate.

(596) 1.Rc7! Ne6 (White threatened 2.Qg7 mate.) 2.Rxe4 and wins.

(597) 1.Nf8! Rxf8 (If 1...Qxd6, 2.Rg8 mate; if 1...Qxf8, 2.Rg8+ Qxg8 3.Qf6+ and mate follows.) 2.Rg8+! Rxg8 3.Qxf6+ Rg7 4.Qxg7 mate.

(598) 1.Qxg6+! fxg6 2.f7+! Qxf7 3.Rh8 mate.

(599) 1.Rxe6 Qh4 2.Rf2 Rxg3 3.Re7! Resigns. There is no good defense to the coming 4.Qxd8+

(600) 1.Ne6! Resigns. Black is helpless against 2.Qxh6 mate.



(601) 1.a6! Bc6 2.dxc5 bxc5 3.Qxc5 and wins.

(602) 1.Nf5!. (Threatens 2.Qxh7 mate.) 1...Bxf5 2.Qf6+ Kg8 3.Qxg5+ Bg6 4.Qf6 Resigns. White forces mate.

(603) 1.Re3! Resigns. If 1...Bxe3, 2.Qxg7 mate.

(604) 1.Qe6! Bxe6 (If 1...Rxe6, 2.Nhg6+ Kg8 3.Rh8 mate; if 1...Nxe6, 2.Nhg6+ also leads to mate.) 2.Nf5+ Kg8 3.Ne7 mate.

(605) 1.Rd6! Bxd6 2.Qxg6+ Kh8 (Or 2...Kf8 3.Qxf5+, etc.) 3.Qxe8+ Rf8 4.Bxe5+ Resigns. If 4...Bxe5, 5.Qxf8+, etc.

(606) If 1.f6, apparently winning, Black has the resource 1...Qc5+. 1.Kh1 eliminates the check while threatening 2.f6 or 2.Bxa4. But here Black defends himself by 1...f6 2.Qh5 Bxe1 3.Rxe1 Rg8, even though White gets the knight with Bxa4. So White blocks off this defense by: 1.Re5! f6 (If 1...dxe5, 2.Qg7 mate, while 1...Bxe5 runs into 2.f6 Bxf6 3.Qxf6+ and mate next move.) 2.Qxf6+ Kg8 3.Qg5+ Kh8 (If 3...Kf7, 4.Qg7 mate.) 4.Re7 Qc5+ 5.Kh1 Rg8 (Otherwise White has Bg7+, or Bxa4.) 6.f6! Rxd6 (White threatened 7.Rxh7 mate as well as 7.Bg7+ and mate next move.) 7.Rxh7+ Kg8 8.f7 mate.

(607) 1...Rb1! 2.Kxb1 f2 and White cannot stop the pawn from queening.

(608) 1...Be3! (If now 2.Bxe3, 2...h3 3.g3 Qf3, forcing mate; if 2.fxe3, 2...Qxg2 mate.) 2.Qxe3 Rxe3 3.fxe3 h3 4.Rf2 Qd1+ 5.Rf1 h2+ Resigns.

(609) 1...g5! (Threatens ...Qh4 mate.) 2.fxg6 e.p. Bxe4 and Black wins easily as White's threat is gone.

(610) 1...Bd6! (If 2.Bxd6, 2...d1/Q.) 2.Rxd6 h2 and Black wins as one of his pawns must queen.

**(611)** 1...Re3! (If now 2.Qxe3, 2...Qxd1+ and mate next move. Also 2.Bxe3 Qf3 leads to mate.) 2.fxe3 Qe2 3.Qxb7 (If 3.Rd2, 3...Qf1 mate.) 3...Qxd1+ 4.Kf2 Qf1 mate.

**(612)** 1...Bd3+! 2.Qxd3. (If 2.Kb2?, 2...Qxd2 mate.) 2...Qxg1+ and Black has won the Exchange.

**(613)** Unable to play ...Qxg4 or ...fxg4, Black nevertheless finds a clever interference device: 1...Ne2+! 2.Bxe2. (If 2.Rxe2, 2...Qxg4.) 2...Qxe3+, followed by 3...fxg4, and Black has won the Exchange.

**(614)** 1...Nf4! (Threatens ...Ne2+, winning the queen.) 2.exf4 Qxd6 and wins.

**(615)** 1...Rd3! 2.Qxd3 (If 2.Bxd3, 2...Qxh3+ 3.Kg1 Qg2 mate.) 2...Nxd3 3.Bxd3 Qd6+, followed by 4...Qxd3 with an easy win.

**(616)** 1...f2+! (If now 2.Rxf2, 2...Bxg3! 3.hxg3 Rh1 mate.) 2.Qxf2 Rxh2! 3.Qxh2 Bxg3 4.Qe2 (If 4.Qh3, 4...Qxe3+ 5.Kf1 Rxc3! wins.) 4...Bf4+ 5.Kf1 Bxe3 6.Qh2 (If 6.Ke1, 6...Qg3+ wins.) 6...Bxd4 and wins. The double pin cripples White.

**(617)** 1...Nf3+! 2.gxf3 Qxd1+. Black has won the Exchange and will queen his passed pawn.

**(618)** 1...Rg3! (If now 2.hxg3, 2...Qe3+ and mate next move.) 2.Qxg3 Bh4! and wins the queen as 3.Qxh4 allows Black to mate.

**(619)** 1...Rc3! 2.bxc3 Bxe3+, followed by ...Bxb6, and Black is a pawn ahead.

**(620)** 1...c5! (If now 2.Nb3 or 2.Nc2, Black plays 2...Nxf3+ and 3...Bxc3, winning the Exchange.) 2.Nde2 Nxc4. Black has won a pawn.

**(621)** White, who is ahead in material, expects 1...Kf8, when he wins with

2.Rf4+!, for if 2...exf4, 3.Qg7 mate. But Black has a beautiful blocking move:  
1...Qf7! 2.Bxf7+ Kf8! Resigns. White can't stop ...Rh1 mate!

(622) 1...Qd6+ 2.Kh3 Nf4+ 3.Kg3 Nh5+ 4.Kh3 Qg3+! 5.Rxg3 Nf4 mate.

(623) 1...d4! 2.Qxd4 Qxb3 mate.

(624) 1...Rc2! (If now 2.Qxc2, 2...Rxe1+ and mate. next move.) 2.Qa5 Bc3!  
3.Rxe4 Qxe4 4.Qd8+ Kg7 5.Rg1 Bd4 6.Bd6 Qxg2+! 7.Rxg2 Rc1+ 8.Rg1 Rxg1  
mate.

(625) 1.Bc4+! (Not 1.Bb5? Kf7.) 1...Kh8 (If 1...Nxc4?, the pawn queens.)  
2.Bb5! Resigns. 2.Bf7! also wins.

(626) 1.Qxh6+! gxh6 2.g7+ Kh7 3.gxf8/ N+ Kh8 4.Rg8 mate.

(627) 1.Ne3! Nd6 (If 1...Nxe3, 2.Rc8+ wins.) 2.Rc8+! Resigns. If 2...Nxc8,  
2.Rxb8! wins.

(628) 1.f4! Re3 2.f5! Re5 3.Rd8! Ba5 4.f6! Bxd8 (If 4...gxf6, 5.Bxf6 mate.) 5.f7  
Resigns. Black cannot prevent the pawn from queening.

(629) White cannot win by 1.Nxc6 because of 1...Rb1+! 2.Rxb1 Qxb1+ 3.Kf2  
Qc2+ 4.Kg3 Qg6+ with perpetual check. 1.Qxb6! axb6 2.Nxc6 Resigns. Black is  
helpless against a7 and a8/Q.

(630) 1.Qxe6! Qxe6 2.d7+ Resigns. White continues 3.d8/Q.

(631) 1.e8/Q+ Kxe8 2.Ba4 Resigns.

(632) 1.f5+! gxf5 2.gxf5+ Kd6 (Forced. Now White can win with 3.Bd2, but he  
chooses an even prettier way...) 3.Rxb4! Rxb4 4.Bc5+! Resigns. If 4...Kxc5, 5.c7  
wins.

(633) 1.Rd8+! Rxd8 2.Rf8+! Kxf8 3.cxd8/Q+ Resigns.

(634) 1.Rxg4! Rxg4 2.e7 Rg8 3.Rd8 Resigns. There follows 4.Rxg8+ Kxg8 5.e8/Q+.

(635) 1.Qb5+ Qxb5 2.c8/Q+ Kf7 3.Qxe6+! Kxe6 4.Nc7+ and wins. White continues 5.Nxb5.

(636) 1.Rd6+! Rxd6 2.b8/Q Resigns.

(637) 1.Qe6+! Qxe6 2.dxe6 Resigns. Black cannot stop the pawn.

(638) 1.Qxc8+! Nxc8 2.d7 Resigns. White's twofold threat of 3.dxc8/Q+ or 3.d8/Q+ is decisive.

(639) 1.Nh5! hxd6 (If 1...Nxd5, 2.gxh7 wins.) 2.Nxf6 Kxf6 3.h7 Kg7 4.c5! Resigns. Black is helpless against the pawns.

(640) 1.Rf8+! Kh7 (If 1...Kxf8, 2.Rf1+ Kg8 3.e7+ wins.) 2.e7! Qxe7 3.Rxe8 Resigns. If 3...Qxe8, 4.Nf6+! wins the queen.

(641) 1.Qxd6! Qxd6 2.c7 Resigns. Black is helpless.

(642) 1.Qxd5! cxd5 2.a6 Resigns. The pawn marches in.

(643) 1.Rxg7! Rxg7 2.Rxg7 Kxg7 (If 2...Qxg7, 3.Qd8 mate.) 3.Qd7+! Qxd7 4.exd7 Resigns. White queens the pawn.

(644) 1.Rc8! Rxc8 2.Re8+! Nxe8 3.d7! Nd6 4.dxc8/Q Nxc8 5.axb7! Resigns. The pawn must queen!

(645) 1.Qh8+! Kxh8 2.g7+ Kg8 3.Bh7+! Kxh7 4.g8/Q mate.

(646) 1.Rc8+! Rxc8 2.Qxa7+ Kxa7 3.bxc8/N+ Resigns. White wins easily after

4.Nxe7.

(647) 1.h8/Q+ Rxh8 2.Nf5+ Kg8 3.Rxh8+ Kxh8 4.Qh6+ Kg8 5.Qg7 mate.

(648) 1.Rxd7! Kxd7 (Forced.) 2.Nc5+ Ke8 (If 2...Kc7, 3.Ne6+ wins the rook; likewise after 2...Kd6 3.Nb7+.) 3.Ne6! Rd1+ (If 3...Ra8, 4.Nc7+ wins.) 4.Kh2 Ra1 5.a8/Q+ Rxa8 6.Nc7+ Resigns. White wins the rook.

(649) 1...e4+! 2.Bxe4 Nxe4 3.Kxe4 c2. The pawn queens.

(650) 1...Qxh2! 2.Rxh2 gxh2 Resigns. White cannot stop the pawn from queening.

(651) 1...Rxc2! 2.Nxc2 Qf1+ 3.Ka2 b1/ Q mate.

(652) 1...Qxf1+! 2.Qxf1 Re1+ Resigns.

(653) 1...Rxh7! (If now 2.Rxh7, 2...b1/ Q.) 2.Rb1 Kc3 Resigns. Black wins a rook with 3...Kc2, etc.

(654) 1...Qe7! 2.fxe7 Bg7 Resigns. After 3.Qxb2 Bxb2, Black will win the rook, remaining the Exchange and several pawns ahead.

(655) 1...Qxd1! 2.Qxd1 a1/Q Resigns. Black has won a rook.

(656) 1...cxb3! 2.Rxc5 Qxc5 3.Rc1 Qc2! Resigns. If 4.Rxc2, 4...dxc2 followed by 5...Rd1 and wins.

(657) White threatens Rg8 mate. If Black tries 1...Rxf6?, then 2.Rb8+ leads to mate. But Black underpromotes to win: 1...f1/N+! 2.Kg1 Ng3+ 3.Rxe1+ Rxe1+ 4.Kh2 Nf1+ 5.Kh1 Ne3+ 6.Rg1 Rxg1+ 7.Kxg1 Nxc4 Resigns.

(658) 1...Ra3+ 2.Kc2 Rxf3! 3.gxf3 h3 Resigns. The pawn must queen.

(659) 1...Ng3+! 2.hxg3 hxg3+ 3.Kg1 Nf2 (Threatens mate.) 4.Rxf2 Rh1+!  
5.Kxh1 gxf2 Resigns. The pawn queens.

(660) 1...Re1! 2.Rxe1 Nxe1 Resigns. The pawn must queen.

(661) 1...d2! Resigns. If 2.Qxd7, 2...dxe1/Q mate; if 2.Rd1, 2...Qxe6 wins.

(662) White has just played QxQ at a5. Instead of replying 1...Nxa5, Black nonchalantly advances to queen. 1...b2! 2.Qc3 Bb4! 3.Qxb4 Nxb4 Resigns. The pawn must queen. *Editor:* White defends better with 3.Nbd2, though with his far advanced b-pawn, Black is for choice.

(663) 1...Bb2! Resigns. Black will come out a piece ahead.

(664) 1...Qxh2+! 2.Kxh2 Rh4+ 3.Kg1 Rh1+! 4.Nxh1 gxh1/Q mate.

(665) 1...Bxa2! 2.Nxa2 b3 3.Nc3 (If 3.Nc1, 3...b2 wins.) 3...b2 followed by 4...a2, and Black queens a pawn.

(666) 1...Rxg1+! 2.Kxg1 e2 3.Rf1 exf1/ Q+ 4.Kxf1 Nxc1 Resigns.

(667) 1.Rc8! Rxc8 (If 1...Qxd7, 2.Qf8+ forces mate.) 2.Qe7! h6 (If 2...Qxe7, 3.dxc8/Q+ and mate next move.) 3.Qxe6 fxe6 4.dxc8/Q+ Resigns.

(668) 1.Rxe8 Qxe8 2.Qa4! Resigns. Black loses his rook as he cannot go in for 2...Qxa4 3.Rb8+ forcing mate.

(669) 1.Qxb4! axb4 2.Rxa8+ Be8 3.Bxd5! Qxd5 4.Rxe8 mate.

(670) 1.Be6! fxe6 (If 1...Rxd3, 2.Qe8 mate; if 1...Bxe6, 2.Qc8+ or 2.Qa8+ leads to mate.) 2.Qc8+ (2.Qa8+ leads to the same result.) 2...Bd8 3.Qxd8+!. Forces mate.

(671) 1.Qxf8+! Kxf8 2.Re8 mate.



**(672)** 1.Qxf3! Rxf3 2.Rc8+! Bxc8 3.Re8+ Rf8 4.Rxf8 mate.

**(673)** 1.Qc4+ Kh8 (Or 1...Rf7 2.d7 Qd2 3.Rad1 and wins.) 2.Qxg4! Resigns. If 2...fxg4, 2.Rxf8 mate.

**(674)** 1.Qb3+ (Or 1.Qc4+ with the same result.) 1...Kh8 2.Qf7 Resigns. If 2...Rxe7, 3.Qxf8 mate; if 2...Rxf7, 3.Rxe8+ leads to mate. Meanwhile White threatens 3.Qxg7 mate.

**(675)** 1.Qc3! Qc5 (If 1...Qxc3, 2.Rxf8 mate.) 2.Rxf8+ Qxf8 3.Qxb2 Resigns.

**(676)** 1.Rxe5! Nxe5 (Or 1...Qxc4 2.Re8 mate.) 2.Qc8+. White mates next move.

**(677)** 1.Nf5 Rd7 (If 1...exf5, 2.Rd8+ leads to mate.) 2.Bxd7 and wins.

**(678)** 1.Qxf6+! Rxf6 2.Rd8+ Rf8 3.Rxf8 mate.

**(679)** 1.Qc7! Qb5 (If 1...Qxc7 or 1...Rxc7, 2.Rxe8+ forces mate.) 2.a4! Qxa4 3.Re4! Qb5 (If 3...Qxe4, 4.Rxe4 wins; if 3...Rxe4, 4.Qxc8+ forces mate; if 3...Rxc7, 4.Rxe8 forces mate.) 4.Qxb7! Resigns. If 4...Qxb7, 5.Rxe8+ and mate next move. Black has no good move.

**(680)** 1.Qxd6! cxd6 2.Nf7+ Kg8 (If 2...Rxf7, 3.Re8+ forces mate.) 3.Nxg5 and wins.

**(681)** 1.Rxg7+! Nxg7 2.Qf7+ Kh8 3.Qf8+! Rxf8 4.Rxf8 mate.

**(682)** 1.Rxb8+! Kxb8 2.Qxe5+ Resigns. If 2...fxe5, 3.Rf8+ and mate in two more moves.

**(683)** 1.Nh6+ Kh8 2.Qxe5! Qxe5 3.Nxf7+! Kg8 (If 3...Rxf7, 4.Rd8+ leads to mate.) 4.Nxe5 and wins.

(684) 1.Qxa8! Rxa8 2.Rd8+ Rxd8 3.Rxd8 mate.

(685) 1...b5! 2.Qxc6 (No matter where the queen plays, White can no longer prevent Black's next move.) 2...Qf1+! 3.Rxf1 Rxf1 mate.

(686) 1...f3+! 2.Kg1 Qxf1+! 3.Kxf1 Rd1 mate.

(687) 1...Bh6! (If now 2.Bxh6, 2...Qf2+ 3.Kh1 Qf1+, forcing mate.) 2.Re1 Bxe3+ 3.Qxe3 Rf1+! 4.Rxf1 Qxe3+ and wins.

(688) 1...Rxc2! (If now 2.Qxa5, 2...Rxc1+, with mate to follow.) 2.Rxc2 Rxc2! (For if 3.Qxc2, 3...Qe1 mate.) 3.Qd1 Qxa2 and wins.

(689) 1...Rc1! 2.Rxc1 Qd1+! 3.Rxd1 Rxd1 mate.

(690) 1...Qxd1+! 2.Nxd1 Nf3+! 3.Qxf3 Re1+ 4.Bf1 Rxf1 mate.

(691) 1...Bf5! (If now 2.Qxf5, 2...Qxf5+ 3.Nxf5 Nxd2+ and mate follows.) 2.Nxf5 Qxf5! 3.Qxf5 Nxd2+ 4.Ka1 Rc1+ 5.Qb1 Rxb1 mate.

(692) 1...Bxe4! (If now 2.Q[R]xe4, then 2...Qf1+ leads to mate.) 2.Qg3 Qf1+ 3.Rxf1 Rxf1 mate.

(693) 1...Rc5! 2.Rxc5 (If 2.Rxd7, 2...Rc1 mate; if 2.dxc5, 2...Qd1 mate.) 2...Qxb7 and wins.

(694) 1...Qxf2+! 2.Rxf2 Rb1+ 3.Qd1 Rxd1+ 4.Rf1 Bd4+ 5.Kh1 Rxf1 mate.

(695) 1...Qb2! (If now 2.Qxb2, 2...Rd1 mate; if 2.Qd3, 2...Qa1+! and wins.) 2.Rd3 Qb1+! Resigns.

(696) 1...Nxe3! (If now 2.fxe3, 2...Qxe3+ 3.Kh1 Rd1+! forces mate; while if 3.Kf1, 3...Rd2 4.Qc5 Rf2+ [also 4...R8d4] 5.Kg1 Rxf3+ wins.) 2.Re4 Qxe4! (So that if 3.Bxe4, 3...Rd1+ forces mate.) 3.Qe2 Qxf3! Resigns. If 4.gxf3, 4...Rd1+

5.Rxd1 Rxd1+ 6.Qxd1 Nxd1, leaving Black a piece ahead.

([697](#)) 1...Qd6!, attacking rook and knight. 2.Rxd6 Re1+ 3.Kh2 Rh1 mate.

([698](#)) White hopes for 1...Rxf6? 2.Nxf6+ K moves 3.Nxd5, winning the king and pawn ending. 1...Qxe4! Resigns. If 2.Qxd6, 2...Qe1 mate; if 2.dxe4, 2...Rd1+ and mate next move.

([699](#)) 1...Qe4! Resigns. If 2.Qxe4, 2...Rxd1+ followed by mate; if 2.Qe2, 2...Qxe2 3.Rxe2 Rxd1+ and mate follows.

([700](#)) 1...Ne4! Resigns. If 2.Qxa7, 2...Rxd1 mate. Or 2.fxe4 Rxd1 mate.

([701](#)) 1...Qd2! Resigns. If 2.Qxd2, 2...Rf1 mate. On other queen moves, Black can play ...Qxg5.

([702](#)) 1...Ng4! 2.Qxd6 Rf1 mate.

([703](#)) 1.Qh6! gxh6 2.Nxh6 mate.

([704](#)) 1.Qxg7+! Bxg7 2.Rf7+ Kd6 3.Nb5+ Kd5 4.c4+ Ke4 5.Re1 mate.

([705](#)) 1.Qxc6+! bxc6 (Or 1...Kb8 2.Nd7+ winning.) 2.Ba6+ Kb8 3.Nxc6 mate.

([706](#)) 1.Bh6! Resigns. If 1...Qxg4 or 1...Rxg4, 2.Rf8 mate.

([707](#)) 1.Bh7! Kxh7 2.Qg6+! fxg6 (If 2...Kh8, 3.Qxh6 mate.) 3.hxg6+ Kh8 4.Rxh6 mate.

([708](#)) 1.Qh6+! Kxh6 2.Nhf5+ Bxf5 3.Nxf5+ Kh5 4.g4+ (Also 4.Rh3+ Nh4 [4...Kg4 5.Nh6 mate] 5.Rxh4+ Kg6 6.Rh6 mate.) 4...Kxg4 5.Rg3+ Kh5 6.Be2 mate.

([709](#)) 1.Rd7! Rad8 2.Rxd6! Rxd6 3.Qf6! Resigns. If 3...gxf6, 4.Rg4+ Kh8

5.Bxf6 mate.

(710) 1.Qxf4! Bxf4 2.Rxh5! gxh5 3.Rxh5. White forces mate.

(711) 1.Qxb7+ Kxb7 2.Rfb1+ Kc8 3.Bxc6 Qa3 4.Rb8+! Kxb8 5.Rxa3, followed by Ra8 mate. *Editor:* After 2...Qb4! 3.Rxb4+ Kc8 Black avoids mate and White has to settle for the win of the Exchange, 4.Bxc6 Kd8 5.Rb8+ Ke7 6.Rxh8 Rxd2, etc. So the simplest win comes from the prosaic 1.Bxc6 bxc6 2.Qxc6, for example, 2...Kd8 3.Ra8+ Bc8 4.Rxc8+ Kxc8 5.Ra1 Qb4 6.Ra8+ Qb8 7.Qe6+, etc.

(712) 1.Qh7+! Kf8 (If 1...Nxb7, 2.gxh7+ Kh8 3.Rf8 mate.) 2.Qh8+ Ke7 3.Qxg7+ Resigns. White wins the queen.

(713) 1.Qh6+! Ke7 (If 1...Rxh6, 2.Bxh6+ Ke7 3.Ng8 mate.) 2.Ng8+! Rxg8 3.Bg5+ f6 4.exf6+ Kf7 5.Qh7+ Kf8 6.Bh6+ and White mates.

(714) 1.Rg5! Ng6 (If 1...g6, 2.Nh6 mate; if 1...Rxe4, 2.Nh6+ Kh8 3.Bxg7 mate.) 2.Qxe8+ Rxe8 3.Rxe8+ Bf8 4.h5 h6 (If 4...Nh8, 5.Rxg7 mate; Likewise 4...Ne7 5.Rxg7+ and mate in two. If 4...f6, 5.hxg6 fxg5 6.Rxf8+ Kxf8 7.gxh7 and queens.) 5.Rd5. There's nothing Black can do about the coming Rdd8. If 5...Qa4, 6.Rdd8 Qxg4 7.hxg6, etc.

(715) 1.Qxc6+! bxc6 2.Ba6 mate.

(716) 1.Nc7+ Qxc7 (If 1...Kf8, 2.Qxf7+ Qxf7 3.Rxf7 mate.) 2.Bxf7+ Kd7 (If 2...Kf8, 3.exd6 Qxd6 4.Bxg8+ wins.) 3.Qf5+! Nxf5 4.e6 mate.

(717) 1.Qxh7+! Kxh7 2.Rh4+ Kg8 3.Re8 mate.

(718) 1.Qe8+! Kxe8 2.Nf6+ Kd8 3.Nf7 mate.

(719) 1.Qxd4! Rxd4 (Or 1...Qxe6 2.Qg7 mate.) 2.Rxg6+ hxg6 3.Rxd4 and wins.

White is a knight ahead.

(720) 1.Qxe5+! dxe5 2.Re6 mate.

(721) 1.Qxg6! hxg6 2.Rf3, followed by 3.Rh3 mate.

(722) 1.Bg7+ Kf7 2.Qe6+! Nxe6 3.dxe6 mate.

(723) 1.Qb6+! Ke7 (1...cxb6 2.Bb4 mate.) 2.d6+ Kf8 (Other moves are even worse.) 3.dxc7 and wins. Black has no good defense.

(724) 1.f5+! exf5 (Or 1...Kxf5 2.Qf3+ and White wins as in the main line.) 2.Qxh5+! Kg7 (If 2...Kxh5, 3.Nf4 mate.) 3.g6 Resigns. Black is helpless against the coming Qh7+ and Qf7 mate.

(725) 1.Qxf8+! Qxf8 2.Rxh7 mate.

(726) 1.Qxh6+! gxh6 2.Bf6 mate.

(727) 1.Qxh7+! Kxh7 2.Rh3+ Kg8 3.Rh8 mate.

(728) 1.Qxa6! Nxa6 2.Rxc8+ Kg7 3.Ng4 (Threatening 4.Bd8 and 5.Bf6+) 3...Qxa3 4.Bc3+ f6 5.Bxf6+ Kf7 6.Rh8 Qb4 (Or 6...e5 7.Rxh7+ with a mating attack.) 7.Rxh7+ Kg8 8.Rd8+ Kxh7 9.Rh8 mate.

(729) 1.Qd5! e6 (White threatened 2.Qxf7 mate.) 2.Qxe6+! fxe6 3.Bxe6+ Qf7 4.Rxf6! Qxe6 5.Rf8 mate.

(730) 1.Qxf3! Qxf3 2.Nd7+ Ka8 3.Nc6+ Na6 4.Nb6 mate.

(731) 1.Qg5+! hxg5 2.Bxg5 mate. White has a less showy mate with 1.Bg5+, etc.

(732) 1.Qxc5! dxc5 (If 1...Qe8, 2.Qa5 Ne6 3.Rc1 White wins quickly.) 2.Rxc7+

Kb8 3.Rxg7+ Kc8 4.Rxg6 and wins. White is a pawn ahead and threatens to pick up a piece with 5.Bxg5.

(733) 1.Qg5! g6 (If 1...Qxg5, 2.Rxe8 mate.) 2.Qh6! gxf5 3.Rg4+! fxg4 4.Bxh7+ Kh8 5.Bg6+ Kg8 6.Qh7+ Kf8 7.Qxf7 mate.

(734) 1.Nce5! Nxe5 2.Nxe5! Bxd1 3.Bxb5+ Nd7 (If 3...Kd8, 4.Rxd1+ Kc8 5.Ba6+ Kb8 6.Nc6+ Qxc6 7.Be5+ Qd6 8.Rc1!, forcing mate.) 4.Bxd7+ Qxd7 (If 4...Kd8, 5.Rxd1 and Black is helpless.) 5.Nxd7 and wins. White has won a pawn!

(735) 1.Qxh7+! Kxh7 2.hxg5+ Kg6 3.Ne7 mate.

(736) 1.Qf7+! Rxf7 2.exf7 mate.

(737) 1.Qxh7+! Kxh7 2.Rh1+ Bh3 3.Rxh3 mate.

(738) 1.Qh6+! Kxh6 2.hxg6+ Kg5 3.Rh5+! Kxh5 4.f4+ Nxe2 5.Nf6+ Kh6 6.Rh1+ Kg7 7.Ne8+! Rxe8 8.Rxh7+ Kf6 9.Rxf7 mate.

(739) 1.Qxg7+! Nxg7 2.Rxg7+ Kh8 3.Rg8+! Kxg8 4.Rg1+ Qg5 5.Rxg5 mate.

(740) 1.Qg6! fxg6 (If 1...hxg6, 2.Rh3 mate; if 1...Rg8 2.Qxh7+ Kxh7 3.Rh3 mate.) 2.Nxg6+ hxg6 3.Rh3+ Qh4 4.Rxh4 mate.

(741) 1.Qxd7+! Kxd7 2.Rd1+ Kc8 3.Rf8+ Qe8 4.Rxe8+ Bd8 5.Rxd8 mate.

(742) 1.Qg6+! Bxg6 2.Ng5+! hxg5 3.hxg6 mate.

(743) 1.Qxh7+ Kxh7 2.Nxf6+ Kh6 (2...Kh8 3.Ng6 mate.) 3.Neg4+ Kg5 4.h4+ Kf4 5.g3+ Kf3 6.Be2+ Kg2 7.Rh2+ Kg1 8.Kd2 mate. Slightly faster is 6.Kf1 and 7.Nh2 mate.

(744) 1.Rh8+ Kf7 2.Qxg7+! Kxg7 3.R1h7 mate.



(745) 1...Qxd5! 2.exd5 Bf5+ 3.Qc2 Ra1+! 4.Kxa1 Bxc2. No matter what White does, there follows ...Ra8 mate.

(746) 1...Qh1+! 2.Kxh1 Bf3+ 3.Kg1 Rd1+ 4.Re1 Rxe1 mate.

(747) 1...Bxb3! (If now 2.Nxb5, 2...Nd4 mate!) 2.Bb2 Nb4+ 3.Kc1 Qxe5! and Black wins a piece because of the threat of ...Nd3+

(748) 1...Qxe6! 2.Bxe6 Rxd1+ 3.Kf2 Ng4+ 4.Kf3 Nxe2+ 5.Kf2 Rf1 mate.

(749) 1...Qxh2+! 2.Kxh2 Ng4+ 3.Kg1 Nh3+ 4.Kf1 Nh2 mate.

(750) 1...Qxf3! 2.gxf3 Rg6+ 3.Kh1 Bh3 (If now 4.Rg1, 4...Rxe1+ 5.Kxe1 Re1+ and mate next move. Or 4.Qd3 f5! 5.Qc4+ Kf8! and wins.) 4.Rd1 Bg2+ 5.Kg1 Bxf3+ 6.Kf1 Rg2! (If now 7.Qxb6, 7...Rxe2 leads to mate; or 7.Qe2 Rxe2 8.d4 Rxe2 forcing mate.) 7.Qd3 Rxf2+ 8.Kg1 Rg2+ 9.K moves Rg1 mate.

(751) 1...Qh3! 2.gxh3 Nxe3 mate.

(752) 1...Qh4+! 2.Kxh4 Bf2+ 3.Kg5 h6 mate.

(753) 1...Qf1! 2.Rxf1 Rxf1 mate.

(754) 1...Rxd4+! 2.Nxd4 Qxe1+! 3.Qxe1 Bxd4+ (If now 4.Kf1, 4...Bc4+ 5.Be2 Nxe2 mate.) 4.Kh1 Nf2+ Resigns. For after 5.Kg1 Nd3+ and 6...Nxe1, Black remains a piece ahead.

(755) 1...Ng4! Resigns. Black threatens ...Qxh2 mate. If 2.Qxh3, 2...Nf2 mate.

(756) 1...Qg3! (Threatens 2...Qxh2 mate.) 2.Qxg3. (If 2.hxg3, 2...Ne2 mate; if 2.fxg3, 2...Ne2+ 3.Kh1 Rxf1 mate.) 2...Ne2+ 3.Kh1 Nxe3+ 4.Kh1 Ne2+ and Black is a piece ahead.

(757) 1.Rh8! Rxa7 2.Rh7+. White wins the rook. 1.Rg8 also wins.

(758) 1.Rh8+! Kf7 (If 1...Kxh8, 2.Qh6+ and mate next move.) 2.Ng5+ Kg7 (2...Qxg5 3.Qxg5 Rxh8 is winning for White.) 2.Rxa8 Qxa8 3.Qe7+ Resigns. White wins the knight.

(759) 1.Rxe5! dxe5 2.Rd1+. White wins the queen.

(760) 1.Qg6+ Ke7 2.Rxc7+! Qxc7 3.Qg7+ Kd6 (Other king moves lose the queen or run into mate.) 4.Bf4+ Resigns.

(761) 1.Ba3 Nf6 2.Ne7+! Qxe7 3.Bxd6 and wins.

(762) 1.Ra1+ Kb8 2.Ra8+ Kc7 3.Ra7+. White wins the rook.

(763) 1.Qh7+ Qe7 2.Bf8! Qxh7 3.Rxh7+. White will be a piece ahead.

(764) 1.Ne5+ Ke6 2.Qg8+ Resigns. White wins the queen.

(765) 1.Rac1! Ncd7 (If 1...Nbd7, 2.Nxd7 Nxd7 3.Rc8+, winning a rook; or 2...Kxd7 3.Rxc5 winning a piece.) 2.Rc8+ Kf7 3.Rxh8 and wins. White has won the Exchange.

(766) 1.Qg8+ Kd6 2.Ba3+ Kc6 3.Qa8+ Resigns. White wins the queen.

(767) 1.Qxf8+ Kxf8 (Or 1...Qxf8 2.Rxe8 and White will be a rook ahead.) 2.Rxe8+ Kf7 3.Rf8+ Kg6 4.Rxf4 and wins.

(768) 1.c5! (Threatens 2.a3 Ba5 3.b4, winning a piece.) 1...bxc5 2.a3 Ba5 3.dxc5 (If now 3...Qxc5, 4.b4 wins a piece.) 3...c6 4.Bd6 and wins. White wins the Exchange.

(769) 1.Rxh7+! Kxh7 2.Qe7+ Kg6 (If 2...Kh6, 3.Rh8+.) 3.Rg8+ Kf5 4.Rxg5+! Kxg5 (If 4...fxg5, 5.Qd7+) 5.Qg7+ Kf5 (If 5...Kh5, 6.Qh7+) 6.Qd7+ Resigns. At

last White wins the queen.

(770) 1.Rc7! Qxc7 2.Qh7+ Resigns. White wins the queen.

(771) 1.Rxc6! bxc6 2.Bxc6 Qxd4 3.Qxd4 Rxd4 4.Bxe8 and wins. White is two pawns ahead.

(772) 1.Qg7+ Kxh4 (If 1...Qg6, 2.Rg4+ wins the queen.) 2.Qxh6+ Kg4 3.h3+ Kf5 4.Qh7+ and White wins the queen.

(773) 1.Nxc6 Qxc6 2.Bf3 Nd5 3.Nxd5 exd5 4.Bxd5. White wins the rook.

(774) 1.Qe8+ Kg5 2.f4+ Kf6 (If 2...Kg4, 3.Qe2 mate.) 3.Qh8+. White wins the queen.

(775) 1...Bg4 (White cannot play 2.f3.) 2.Qd2 Bxd1 and Black has won the Exchange.

(776) 1...Qxf1+ 2.Kxf1 Rd1+ 3.Ke2 Re1+. Black wins the rook.

(777) 1...Nxc4 2.Qxc4 Be6. Black wins the Exchange.

(778) 1...Re5+ (If now 2.Kc6, 2...Bd7 mate.) 2.Kc4 Be2+. Black wins the knight.

(779) 1...Nxd5! 2.Nxd5 Bxd5 3.Rxd5 Rxb2 (Threatens ...Rb1+ and mate next move.) 4.Nd2 Rxa2 (Threatens 5...Ra1+ and 6...Rb2 mate.) 5.Nxc4 Ra1+, followed by ...Rxb1, and Black has won the Exchange.

(780) 1...Qa2! (Threatening ...Qa1 mate.) 2.c3 Bf3. Black wins the Exchange.

(781) 1.Bb6! Bxb6 (If 1...e1/Q, 2.Ba7 mate.) 2.Kxb6 e1/Q 3.c7 mate.

(782) 1.Nxd5 Ne8 (If 1...exd5, 2.Qxf6! gxf6 3.Rg1+ Kh8 4.Bxf6 mate. 1...e5

drops a pawn, but it closes the long diagonal, so it's black best survival chance.) 2.Nf6+! (There's also 2.Qxg7+ Nxg7 3.Nf6+ with 4.Nxd7.) 2...gxf6 (Or 2...Nxf6 3.Qxf6 gxf6 4.Rg1+ and mate follows. But here again 3...e5 is better.) 3.Rg1+ Kh8 4.Qxf6+! Nxf6 5.Bxf6 mate.

([783](#)) 1.g4! Rh3+ 2.Kf4 Rh4 3.Rxf5! gxf5 4.Kxf5 Resigns. Black is helpless against 5.g5+ and 6.Rxh7 mate.

([784](#)) 1.Nxe6 fxe6 2.Rxe6+! Qxe6 3.Nxg7+. White wins the queen.

([785](#)) 1.Bh6+ Kxh6 2.Qd2+ Resigns. White wins Black's queen.

([786](#)) 1.Bxc6! Qxc6 (If 1...Rb8, White replies as in the main line.) 2.Nd5. (Threatening 3.Nxe7 mate.) Black has no good defense.

([787](#)) 1.Kd6! d2 2.Kc7! d1/Q 3.Ra6+! bxa6 4.b6+ Ka8 5.b7+ Ka7 6.b8/Q mate.

([788](#)) 1.Rd8+! Resigns. If 1...Rxd8, 2.Bxc5; if 1...Kxd8, 2.Nb7+ and 3.Nxc5.

([789](#)) 1.Nb6+! Resigns. If 1...axb6, 2.Qa8 mate. King moves by Black allow 2.Nxd5.

([790](#)) Black, though two pieces down, seems to have things all his own way. If 1.Kf1, 1...Qf2 mate; if 1.Kg2, 1...Qf2+ 2.Kh3 Qxh2+ 3.Kxg4 Qh5 mate; if 1.Nd4 Rxd4 with a devastating discovered check to come. But... 1.Nb6! Qxb6+ 2.Qd4+! Rxd4 (Or 2...Qxd4+ 3.Nxd4 Rxd4 4.Bxg4 and White remains a piece ahead.) 3.Rxb6 Resigns. White wins another piece.

([791](#)) 1.Nxh7! Kxh7 2.Bxh6 g6 3.Qxg6+! fxg6 4.Bxf8 mate.

([792](#)) 1.Rg6! fxg6 2.hxg6+ Rxg6 3.fxg6+ and wins. White has a mating attack.

([793](#)) 1.Nxc6! bxc6 2.Bxg7 Kxg7 3.Qxc6 Nc7 (Forced.) 4.Rc1 Re7 5.Rc5 Qb6

(If 5...Qb4, 6.Qd6 Rd7 7.Qe5+ f6 8.Qxc7! and White gets a decisive material advantage.) 6.Qxb6 axb6 7.Rxc7! Rxc7 8.Bxa8. After 8...Ra7, White will be a pawn ahead.

**(794)** 1.Nf7! Kxf7 2.Qxe6+! Kg6 (If 2...Kxe6, 3.Ng5 mate!) 3.g4! Be4 4.Nh4 mate.

**(795)** 1.Bb5! Qxb5 2.Rxh7+! Kxh7 3.Qh5+ Bh6 4.Qxh6 mate.

**(796)** 1.e4! Bxe5 (If 1...Qxd4, 2.Bh6! Qxe5 3.Qh8 mate. Thus white's first move serves to develop White's bishop.) 2.Bh6+ Ke8 3.dxe5 Qxe5 4.Qg8+ Kd7 5.Rd1+ Resigns.

**(797)** 1.Bxf7+! Kxf7 2.Ne6! Nde5 (If 2...Kxe6, 3.Qd5+ Kf6 4.Qf5 mate.) 3.Nxd8 Resigns.

**(798)** Black is threatening ...Qf1+ followed by mate. 1.Rc8+! Bxc8 (1...Kf7 2.Qc7+ leads to mate.) 2.Qe8+ Rf8 3.Rxg7+! Kxg7 (If 3...Kh8, 4.Rh7+ Kg8 5.Qg6 mate.) 4.Qg6+ Kh8 5.Qh7 mate.

**(799)** 1.Nb5! axb5 2.Nd6+ Qxd6 (If 2...Ke7, 2.Rxf7+! Nxf7 3.Qxf7+ Kd8 4.Qe8 mate.) 3.Rxd6 Resigns.

**(800)** 1.Rc7! Raa8 (If 1...Rxc7, 2.Rb8 followed by Rf8 mate; if 1...Rxb3, 2.Rxc8 with the same result; if 1...Re8 2.Rb6!, followed by 3.Rxd6 after Black saves his bishop.) 2.Rbc3! Rxc7 3.Nxc7 Ra1 4.Ne6! Resigns. Black is helpless against 5.Rc8 and 6.Rf8 mate.

**(801)** 1.Bh6+! Kxh6 2.Rxh4+ Kg7 3.Rah1 Rh8 (Despair. He had no good line against the mating threat of 4.Rh7+ etc. *Editor:* If 3...f5, 4.Rh7+ Kf6 5.R1h6 threatening 6.Qxf5+ Ke7 7.Qe6 mate.) 4.Rxh8 Qxh8 5.Rxh8 Rxh8 6.Qb3. White has a winning material advantage.

(802) 1.Nd7+ Kc8 2.Nb6+ Kb8 3.Qc8+! Rxc8 4.Nd7 mate.

(803) 1.Nh6+ Kh8 (If 1...gxh6, 2.Bxh6! Qxh6 3.Qxf7+ Kh8 4.Qxe8+ wins.) 2.Nxf7+ Kg8 3.Qg3! Qe7 4.Nh6+ Kh8 5.Rf7 Resigns.

(804) 1.Ke3! Resigns. If 1...h5, 2.Ne4+ Kf5 3.Nh4 mate.

(805) 1...Bd3! 2.Bxd3 (If 2.Rd1, 2...Qf2+ 3.Kh1 Bxf1 wins.) 2...Qe3+ 3.Kh1 (If 3.Kf1, 3...Nh2 mate.) 3...Qe1+ and mate follows.

(806) 1...Na4! 2.bxa4. (If 2.Kxa4, 2...Ra1 mate.) 2...Rxb6 Resigns.

(807) 1...Bxg3! (If now 2.Rxf6, 2...Rd1+ leads to mate.) 2.Qxe8+. (So that if 2...Rxe8, 3.Rxf6 gxf6 4.hxg3 with drawing chances.) 2...Kh7! Resigns. White's queen is lost: if 3.Rcc1 Qh4 4.h3 Rxe8, etc.

(808) 1...Ba6! 2.Qxa6 Qd2 (Threatens ...Qxh2 mate and also ...Bxd4+.) 3.Ne2 Qe3+ 4.Kh1 Qf3+ 5.Bg2 Nef2+ 6.Kg1 Nh3+ 7.Bxh3 Qf2+ 8.Kh1 Qxh2 mate.

(809) 1...Rh1+! 2.Kxh1 exf2 Resigns. Black threatens to mate with ...Rh8+, and he also threatens ...fxe1/Q+.

(810) 1...Rc1+! 2.Kxc1 Re1+! 3.Nxe1 Qxe1 mate.

(811) 1...Ng4! 2.Bxd8 Bxf2+ 3.Rxf2 gxf2+ 4.Kf1 Rh1+ 5.Ke2 Rxd1 6.Nfd2 Nd4+! 7.Kxd1 Ne3+ 8.Kc1 Ne2 mate.

(812) 1...Nf3+ 2.Kc1 Qg5+ 3.Kb1 Nd2+ 4.Kc1 Nb3+ 5.Kb1 Qc1+! 6.Rxc1 Nd2 mate.

(813) 1...Ra4+! 2.bxa4 b4 mate.

(814) 1...Ndxc5! 2.dxc5 Bxc5+ 3.Kh1 Nxg3+ 4.hxg3 Qh5+, and mate next move.



(815) 1...Rxd4! 2.cxd4 Bxd4+ (If now 3.Qxd4, 3...Nxf3+ wins the queen.) 3.Kf1 Qxg2+! 4.Kxg2 Bh3 mate.

(816) 1...g5! (If now 2.Bxg5, 2...Nxf2 wins. Or if 2.Be3 Qf3 [or 2...Ne5!] wins.) 2.f3 Qc5+! 3.Kg2 Qf2+ 4.Kh3 Qxh2+! 5.Kxg4 Rxf4+ 6.gxf4 Qh4 mate.

(817) 1.Qb3+! Rf7 (If 1...Kh8, 2.Ng6+ forces mate.) 2.Nxf7 Qxf7 3.Re8+ Bf8 4.Bf4 Resigns. White will be a rook ahead.

(818) Black, who was a piece down, has just played ...g3+, winning White's queen. But... 1.Ke3! Qxd1 2.c3!. Now Black must give back his queen, for if 3...Qh5?, 4.Nf6+ wins. White will win the weak g3-pawn, with a pawn to the good.

(819) 1.fxg6! Rxc4 2.gxh7+ Nxh7 3.Qxh7+ Kf8 4.Qh8+ Ke7 5.Qxe5+ Kd7 6.Rd1+ Kc8 7.Qe8+ Kb7 8.Qxf7+ Resigns. White wins the rook.

(820) 1.Nf3! Qxh1 2.Ne5!.. (This move stops the renewed threat of mate, attacks Black's queen, and also threatens 3.Nd7 mate.) 2...Qxc6 3.Nxc6+ Resigns.

(821) Despite Black's threat to win rapidly with ...Rh6, White plays 1.dxc6! Bxc6 (If 1...Rh6, 2.cxb7+! Kb8 3.Nc6+ Kxb7 4.Nxd8+ Kc8 5.Qxd7+! Kxd7 6.Rfd1+ followed by 7.Bf3, and the white king escapes.) 2.Nxc6! Rxd1 3.Rfxd1! bxc6 4.c5! Rg8 5.Rab1! Resigns. Else 6.Ba6 mate.

(822) 1.Qa2+! Bxa2 2.Rb2+ Kxc1 3.Rxf2 Resigns.

(823) 1.Rxd7! Qxd7 2.Nb6! Resigns. If 2...Rxc2, 3.Nxd7 and both rooks are en prise.

(824) Black threatens ...Qg1 mate. 1.Be3! Qxe3 (On such moves as ...Qb4 or ...Qd6, White wins with Qg4+.) 2.Qg4+ Qe6 (If 2...Nd7, 3.Ra8 mate; if 2...Rd7,

3.Rh8+ and mate follows.) 3.Qxe6+ fxe6 4.Rxc7 mate.

**(825)** 1.Re8+ Bf8 (If 1...Kh7, 2.Qd3+ wins.) 2.Rxf8+! Kxf8 3.Nf5+ Kg8 4.Qf8+ Resigns. If 4...Kxf8, 5.Rd8 mate.

**(826)** 1.Re4+! Kf8 (If 1...Kxf7, 2.Ne5+ wins; if 1...Kd7 2.Qxg7 wins.) 2.Nxd6! Qxd6 (If 2...Qxc3, 3.Re8+ Rxe8 4.fxe8/ Q mate.) 3.Re8+! Rxe8 4.Qxg7+! Kxg7 (If 4...Ke7, 5.f8/Q+ and mate. follows.) 5.fxe8/N+! Kf8 6.Nxd6 Resigns.

**(827)** In the face of Black's crushing threat of ...Nc3+, White finds a clever resource: 1.fxg6! Nc3+ 2.Qxc3! bxc3 3.Nf5+ Kg8 (If 3...Kh8?, 4.g7+ Kg8 5.Nh6 mate.) 4.Ne7+ Kg7 5.Nf5+ Kg8 and drawn by perpetual check.

**(828)** 1.Rh6! Rxh6 2.h8/Q+ Rxh8 3.b5 Drawn. Black cannot relieve the stalemate position.

**(829)** With a piece down, White manages to find a perpetual check. 1.Qd8+ Ka7 2.Rd3! Qe1 (If 2...Qxd3, White has a perpetual check by 3.Qa5+, etc.) 3.Rd1! Qxd1 4.Qa5+ Drawn. Black cannot escape from the perpetual check.

**(830)** 1.Qf2! Drawn. After 1...Qxf2 White is stalemated.

**(831)** Black is just about to checkmate. 1.Rf6+! gxf6 2.Qxf6+ Kh7 3.Qh8+ Drawn. White has a perpetual check.

**(832)** 1.Qf6! exf6 2.Rxe8 mate.

**(833)** White is the Exchange down and he cannot play 1.Qxe1 because of 1...Qf5+ and mate next move. Yet he draws: 1.Qg8+! Kxg8 2.Qe8+! Kh7 3.Qg8+ Kh6 4.Qh7+ Kg5 5.Qh6+! Drawn. After 5...Kxh6, White is stalemated.

**(834)** White's queen is apparently lost, for if the queen moves, Black checkmates. 1.Rb5!. (If now 1...Qxb5?, 2.Qxg8+ and wins. And if 1...Qe6 or

...Qc4, 2.Qb7 mate.) 1...Re8! (If now 2.Rxd5, 2...Re1 mate.) 2.Rb1! Rg8! (Black's best, as he is a piece down.) 3.Rb5! Re8! and drawn by repetition.

**(835)** 1...Be3! (Threatens 2...Bxf2+! or 2...g3!) 2.fxe3 g3 3.Rd7 f2+ 4.Kf1 h2 Resigns. For after 5.Kg2, Black queens one pawn and then the other.

**(836)** 1...Nf3+! 2.Kh1 (If 2.gxf3, 2...exf3 wins because of the threat of ...Qg4+) 2...Ng4 3.Qxb5 (If 2.gxf3, 2...exf3 3.Qxb5 [or 3.Qe7 to answer 3...Qf4 by 4.Qh4] 3...Nxf2+ 4.Kg1 (4.Rxf2 Qxf2 with ...Qg2 mate) 4...Nh3+ 5.Kh1 Qg1+ 6.Rxg1 Nf2 mate.) 3...Qxf2!. The queen cannot be captured, and meanwhile Black threatens ...Qg1+!.

**(837)** After the promising-looking 1...Bb3, White has 2.Rxd8+ Rxd8 3.Rb1! So: 1...e5! (If now 2.Bxe5, 2...Rc1 wins.) 2.Rxd5 Rxd5 3.exd5 exf4 (Threatens ...Rc1.) 4.Rb1 Rc2+ 5.Ke1 Rc1+ and Black queens the pawn.

**(838)** 1...Rxh2! 2.Rxh2 Qxa3! 3.bxa3 (Or 3.Kb1 Nc3+! 4.bxc3 Ka8, and the threat of ...Rb8+ decides. However, 3.c3 looks like a better defense.) 3...Bxa3+ 4.Kb1 Nc3+ 5.Ka1 Bb2+! 6.Kxb2 Nxd1+, followed by ...Nxe3 with a winning game.

**(839)** 1...Qxa1 2.Qxf4 Qa8+. Black mates next move.

**(840)** 1...g5! 2.fxg5 (If 2.Qh5, 2...Bg6 wins the queen.) 2...fxg5 3.Qxg5 Rxf1 Resigns.

**(841)** 1...Qe1+ 2.Kxf4 Qh4+ 3.Kf5 Qh5+ 4.Ke6 Qe8+ Drawn. White cannot escape the perpetual check.

**(842)** Though Black is a piece ahead, the pressure is troublesome. The simplest way out is: 1...Qxd1+ 2.Qxd1 Bg4! and wins. White must either play 3.Qxd8+, or else give up his queen after ...Rd1+. In either case Black remains a piece

ahead.

(843) 1...e2! 2.Rxe2 (If 2.Rf2, 2...Bg3 wins the Exchange.) 2...Rxe2 3.Qxe2 Nxd4 and wins. After White's queen moves, Black plays ...Nxf3+ with a pawn up and much the better position.

(844) 1...Rxa2! (If now 2.Kxa2, 2...Qa7+ 3.Kb1 Ra8 4.c3 b3!, forcing mate.) 2.hxg6 Rxb2+ 3.Kc1 Rxc2+! (If now 4.Kb1, 4...Rb2+ 5.Kc1 Ne3+ and mate follows.) 4.Kxc2 Qf2+ 5.Kd3 Nb2 mate.

(845) White threatens Bxc2 or Qxg4 in addition to Qxh7 mate. 1...Ndf6! 2.Bxb7 (If 2.Bxc2, 2...Qd5 3.f3 Qxd4+ and wins.) 2...Rxf2! Resigns. Black is well ahead in material, and if 3.Rxf2, 3...Qxd4 is crushing.

(846) 1...Rxb3+! 2.Kxb3 Qe6+! 3.Qxe6 Drawn. Black is stalemated.

(847) 1.Na4 Resigns.

(848) 1.Nf4 Resigns.

(849) 1.Ne3 Resigns.

(850) 1.Rxb2! Qxb2 2.Nc3 Resigns. There's nothing to be done against 3.Rb1.

(851) 1.Bxh7+ Nxh7 2.Ng6 Resigns.

(852) 1.Bg5! Bxf3 2.Qd2! Qxd4 3.Bb5+ Resigns.

(853) 1...Nh4! Resigns.

(854) 1...c5 2.Qe3 c4 Resigns.

(855) 1...Nd5 (If now 2.Qxe4, 2...Nxc3+) 2.Qd6 Nxc3+ 3.Kd2 e5! Resigns.

(856) 1...Bg4 Resigns. If 2.Ng1, 2...f3 traps the bishop.

(857) 1...g5 2.Bg3 h5 3.Nh2 h4 Resigns.

(858) 1...g5! 2.Bg3 g4 3.Ng1 Bxg2 Resigns.

(859) 1.Rc7! Resigns. After Black's pawn moves are exhausted, he must move a piece, losing a piece.

(860) 1.h4! Resigns. After Black's pawn moves are exhausted, he must play ...Qe8 or ...Ke8. In either event, b4-b5 thereupon wins a piece.

(861) 1.Rg5! Resigns. After Black's pawn moves are exhausted, he loses his queen.

(862) 1.Qe7+ Qg5 (If 1...g5, 2.Qe1+ and mate follows.) 2.Qe4+! Qg4 3.Qe3! Resigns. Black cannot avoid mate. Thus if 3...Qg5, 4.Qh3 mate. Or if 3...g5, 4.Qe1+ forcing mate. And if 3...Qf5, 4.Qg3 mate.

(863) 1.Rxf6! Rxf6 2.h4! h6 3.Kg2 g5 (Hoping to play ...Kg6.) 4.h5! Resigns. Sooner or later the black king will have to give up protection of the rook.

(864) 1.Rh3+! gxh3 2.Kf3 g4+ 3.Kf4 g3 4.hxg3 mate.

(865) 1...Bc1+ 2.Kg4 h5+ 3.Kh4 Be3 Resigns. (If 4.g4, 4...Bf2 mate. If White's knight moves, then ...Bg5 mate.

(866) 1...Bf4! Now Black can win in many ways, for example, 2.Kb4 Kd5 3.Ka4 Kc4 and Black wins the b5-pawn.

(867) 1...Ke3! (White is powerless against the following mate pattern.) 2.Rxg5 Rd1+ 3.Rg1 Kf2! 4.Rxd1 Bg2 mate.

(868) 1...Rg8! 2.Rg1 (If 2.f6, the bishop is lost. If the rook moves anywhere else

along the rank, 2...Qxf5 wins; if 2.Rf2, 2...Qh1 mate; if 2.Bxh4, 2...Rg2+ leads to mate.) 2...Rxc5! 3.Qxc5 Qd6+ Resigns. Black comes out a piece ahead.

**(869)** 1...Ba6! (If now 2.Bxa6, 2...Qf2! 3.Rg1 Qh4+ 4.Kg2 Qg3+! 5.Kf1 Qf2 mate.) 2.Qf3 Bd3! 3.a4 Be4! 4.Qf1 Qb2! Resigns. White can do nothing against the maneuver 5...Qb7 and 6...Qh7 mate.

**(870)** 1...h6! Resigns. If 2.Kh2, 2...R5f3 wins the queen; if 2.g4, 2...R5f3 3.Bxf3 Rh2 mate; if 2.Bc1 Bxb1 wins; if 2.Rd1, 2...Re2 wins.

**(871)** 1.b4+ Kxb4 (If 1...Kb6, 2.Rb7+ Ka6 3.Ra1 mate.) 2.Rb7+ Kc3 (If 2...Kc5, 3.Rb5 mate.) 3.Ne4+ Kc2 (If 3...Kc4, 4.Rd4 mate.) 4.Rbb1 Resigns. There follows 5.Rdc1 mate.

**(872)** 1.Qb5+ Nd7 (If 1...Qxb5 or 1...Nc6, 2.Nf6 mate.) 2.Rfe1! (Threatens Nf6 mate or Nd6 mate.) 2...Bb4 3.Nf6+ Kf8 4.Nxd7+ Rxd7 5.Qe5! Resigns. He cannot meet the triple mate threat.

**(873)** 1.Qg4+ Kd3 2.Qe2+ Kc2 3.d3+ Kxc1 (If 3...Kb1, 4. 0-0 wins.) 4. 0-0 mate!

**(874)** 1.Bb5! Qxb5 (If 1...c6, 2.dxc6 bxc6 3.Bxc6 Qxc6 4.Rxe7+ wins the queen.) 2.Qxf5 f6 3.Rae1! fxc5 4.Rxe7+ Kd8 5.Qxc5 Kc8 6.Qg4+ Kd8 7.a4! Resigns. Black's queen can no longer stop mate.

**(875)** 1.Bxh7+! Rxh7 (If 1...Kf8, 2.Ng6+ wins the queen.) 2.Rxh7 Kxh7 3. 0-0-0 f5 4.Rh1+ Kg8 5.Rh8+! Resigns. After 5...Kxh8, 6.Ng6+ wins the queen.

**(876)** 1.Rxe6! Kxe6 2.Qc6+ Bd6 3.Ng5+ and wins. White regains the sacrificed rook with a much superior position.

**(877)** 1.Rxf6! Kxf6 (If 1...Qxf6, 2.Bg5 wins the queen.) 2.Bg5+ Kg7 (If 2...Ke5, 3.Be7+ leads to mate.) 3.Qh6+ Kg8 4.Rf1 Rf8 5.Bf6 Qxf6 6.Rxf6 Resigns. The



threat was 7.Rxg6+ hxc6 8.Qxg6 mate.

**(878)** 1.Rf7+! Kxf7 2.Qe6+ Kg7 (If 2...Kf8, 3.Rf1+ leads to mate.) 3.Qe7+ Kh6 4.Nf5 mate. Or 4.Nf3 mate.

**(879)** 1.Qxd7+! Nxd7 2.Ne6 mate.

**(880)** 1.Rxf4! Qxf4 2.Bb4+ Ke8 3.Qxe6+! fxe6 4.Bg6 mate.

**(881)** 1.Qxe4+! Nxe4 2.Bxf7 mate.

**(882)** 1.Rxe6+! Kd7 (If 1...fxe6, 2.Qg7+ wins.) 2.Rxd6+! (There's also the quiet 2.Qg7.) 2...Kxd6 3.Nf5+ Ke6 4.Re3+ Kd7 5.Re7+ Resigns. Mate is unavoidable.

**(883)** 1.g4+ fxc4 2.hxc4+ Kh4 3.Qxh6+! Qxh6 4.Kh2! Resigns. There follows 5.Bf2 mate.

**(884)** 1.Bxc6+! Kxc6 2.Qb7 mate.

**(885)** 1.Rxe8+! Kxe8 2.Qc8+ Ke7 3.Nxf5+ Resigns. Black must give up his queen.

**(886)** 1.Rxg6! fxc6 2.Qxe6 Rf8 3.Qxg6+ Kd7 4.Be6 mate.

**(887)** 1.Bg6+! Kf8 (If 1...hxc6, 2.hxc6+ Kxc6 3.Qxe6+ Bf6 4.Rg3+ Kh7 5.Rxd5 and wins.) 2.Qxe6 hxc6 3.hxc6 Resigns. Black cannot meet the double mating threat.

**(888)** 1.Bxf7+ Kxf7 2.Ng5+ Ke8 (If 2...Kf6, 3.Qe6 mate.) 3.Qe6 Resigns. Mate is forced.

**(889)** 1.Nf7! Kxf7 2.Rf1+ Ke8 3.Rxf8+! Resigns. Mate is forced.

**(890)** 1.Qh6+ Nxh6 2.Bxh6 mate. More pleasing than 1.Bh6+ etc.

**(891)** 1.Rad1! Bxg4 2.Rd3 mate.

**(892)** 1.Ng5! Na5 (White threatened 2.Nxf7 Kxf7 3.Nb6+.) 2.Qh5! g6 3.Nf6+! Nxf6 4.Bxf7+ Ke7 5.Bc5+ Resigns.

**(893)** 1.f6+! hxg4 2.Be6+ Ke8 3.f7 mate.

**(894)** 1.Nxf7! Nf6 (If 1...Rxf7, 2.Qg6.) 2.Qxe6! Nxe7 3.Nd6+ Kd8 4.Ba5! Resigns. If 4...Qxa5, 5.Qxc8 mate. And if 4...Bxd6, 5.cxd6! mating or winning the queen.

**(895)** 1.Nxe6! fxe6 (If 1...Bxe6, 2.Qd8 mate; if 1...Qxe6 2.Rc8+! forces mate.) 2.Rc8+! Kf7 (If 2...Bxc8, 3.Qd8+ leads to mate.) 3.Rxe8 gxf6 (Or 3...Kxf6 4.Qf3+ wins.) 4.Qh5+ Ke7 5.Qc5+ Kf7 6.Rxe7+ Kg8 7.Qe7 Resigns.

**(896)** 1.Rxf7! Kxf7 2.Rf1+ Kg7 3.Bh6+! Kxe6 4.Rf7 Qd8 5.Rxe7+! Kxe7 6.Qxg6 mate.

**(897)** 1.Qf7+! Nxf7 2.exf7 mate.

**(898)** 1.Ne7! Qf6 (If the knight is captured, 2.Rxd8+! leads to mate.) 2.Nh7+! Resigns. If 2...Rxe7, 3.Qxg8 mate.

**(899)** 1.Rxd5+! cxd5 2.Nd3+! exd3 3.f4 mate.

**(900)** 1.Qd6 Qd8 2.Rg8 Be8 3.Rxe8! Resigns. If 3...Qxe8, 4.Qc7 mate.

**(901)** 1...Rxb5! 2.Qxd4 Rh5+! 3.Kxe5 Qh3+ 4.Kg5 h6+ 5.Kf4 g5+ 6.Ke5 Qe6 mate.

**(902)** 1...Na5! (Threatens ...Nc4 mate.) 2.bxa5 Qc3+ 3.Ka4 Bd7 mate.

**(903)** 1...Bxd3! 2.cxb3 Rxd3 (If now 2.Qxb7, then 2...Red8 3.Nf3 Qxg2 wins.) 3.Qg4 Rxd2+ 4.Kxd2 Bb4+ 5.Kc1 Re1+ 6.Qd1 Qc6+ and mate next move.

(904) 1...Nd4+ 2.Ke3 Nef5 mate.

(905) 1...Bb4+! 2.axb4 Qe3+ 3.Kc2 Nxb4 mate.

(906) 1...Nd7 2.Bxd4 exd4 3. Any Nb6 mate.

(907) 1.Bxh7+! Kxh7 2.Qh5+ Kg8 3.Bxg7! Kxg7 4.Qg5+ Kh8 5.Rd4 Resigns.  
Black has no good defense to the threat of Rh4+

(908) 1.Nxd5! Qxd5 (If 1...gxh5, 2.Nxe7+ Kg7 3.Rh5+ Nf6 [or 3...f6] 4.Rxh7 mate; if 1...cxd5, 2.Qxh7+ leads to mate.) 2.Qh6! Bf6 (Or 2...Bd8 3.Rxe8! and White forces mate.) 3.Rxe8! Rxe8 4.Bxf6 Resigns. Next on the agenda is Qg7 mate.

(909) 1.Nxc5! bxc5 2.Rg8+! Ke7 3.Qxc5+ Kd7 4.Qc8+ Resigns. White mates in two more moves.

(910) 1.Rxf6+! Ke8 (Surprising, but if 1...exf6, 2.Qh7+ Ke8 [or 2...Ke6 3.Nf4 mate] 3.Qg8+ Kd7 4.Rh7+ and White mates in two more moves.) 2.Rf8+ Resigns.

(911) 1.Bxh7+! Kxh7 2.Qh5+ Kg8 3.Qxf7+ Kh8 4.Nf6! Resigns.

(912) 1.Qxh5! Resigns. If 1...gxh5, 2.Bh7 mate.

(913) 1.Bxf6! gxh4 (If 1...Bxf6, 2.Qxh6 wins easily without sacrifices.) 2.Rxg7+ Kf8 (If 2...Kh8, White mates on the move.) 3.Rh7! Resigns. White has 4.Rh8 mate.

(914) 1.Rxh7+! Kxh7 2.Rxf7+! Rxf7 3.Qxg6+ Kh8 4.Qxf7 Resigns. If 4...Ng7, 5.e6.

(915) 1.Bh6! Be5 2.Nxe4! Bxf6 3.Nxf6+ Kh8 4.Bg7+ Kxg7 5.Nxe8+ Resigns.

**(916)** 1.Rxg7! Kxg7 2.Rg1+ Kh7 (Or 2...Kh8 2.Nxf6 Bxf6 3.Ne4! Bxb2 4.Qxb2+ f6 5.Nxf6 winning.) 3.Nxf6+ Bxf6 4.Be4+ Kh8 5.Qh5 Bg7 6.Rxg7! Resigns. If 6...Kxg7, 7.Nd5+ leads to mate.

**(917)** 1.Bf6! Bxf6 2.e5! (Threatens 3.Qxh7 mate.) 2...Nxd3 3.exf6 Resigns. Black is helpless against Qg7 mate.

**(918)** 1.Rxh7! Kxh7 2.Qh5+ Kg8 3.Bxg6 Resigns. Black has no good counter to the threat of 4.Qh7 mate.

**(919)** 1.Nxh6! Rxh4+ (If 1...Nxh6, 2.hxg5 wins easily.) 2.Qxh4! gxf4 3.Nxf7+ Kh7 4.Bd1! Resigns, for Bc2 mate follows.

**(920)** 1.Qxc6+! bxc6 2.Ba6 mate.

**(921)** 1.Bf4! Qh5 2.Nxa7+ Kd7 3.Bb5 mate.

**(922)** 1.Qh6! Qxe1+ 2.Kg2 Resigns. Black must give up his queen to stop Qg7 mate.

**(923)** 1.Rh7+! Kf8 (If 1...Kxh7, 2.Qh4+ Kg7 3.Qh6 mate.) 2.Qa8+ Nc8 3.Qxc8+ Resigns.

**(924)** 1.Nxf7! Rxf7 2.Qxg6+ Kf8 3.Bxh6+ Bg7 4.Qh7! (Threatens 5.Qh8 mate.) 4...Ne7 5.Qh8+ Ng8 6.Bh7 Resigns.

**(925)** 1.Ne6! Bxe6 2.Qxh7+ Kxh7 3.Rh3+. It's mate next move.

**(926)** 1.Rxf6! gxf6 2.Qg3+ Kh8 3.Be7! Resigns. Black is helpless against Bxf6 mate. If 3...Rc6, 4.Bxf8 and mate on g7.

**(927)** 1.Nxf6! Bxf6 2.Qxh7+! Kxh7 3.Rh5 mate.

(928) 1.Rxh7! Kxh7 2.Rh1+ Kg6 3.Qg4 Bd7 (Or 3...f6 4.Qh5+ Kf5 5.Nd4+ with a mating attack.) 4.f5+! Bxf5 5.Qh5 mate.

(929) 1.Rxh7+! Kxh7 2.Qh1+ Kg7 3.Bh6+ Kf6 4.Qh4+ Ke5 5.Qxd4+ Kf5 6.Qf4 mate.

(930) 1.Rxe6! Nf6 (If 1...fxe6, 2.Qxg6+ and mate next move.) 2.Ne5 c5 3.Bxh6+! Kxh6 4.Nxf7+! Resigns. If 4...Rxf7, 5.Qxg6 mate.

(931) 1.Qxh7+! Rxh7 2.Rg8 mate.

(932) 1.Rxg6+! fxg6 2.Rf7+! Kxf7 3.Qxh7+ Ke6 (If 3...Kf8, 4.Nf4 with mate to follow.) 4.Qxg6+ Ke5 5.Qg7+ Kxe4 (Or 5...Ke6 6.Nf4 mate.) 6.Nf6+ Resigns. White wins the queen.

(933) 1.Nf5+! gxf5 (If 1...Kh8, 2.Rxh7+! Kxh7 3.Qh1+ wins.) 2.Rxh7+! Kxh7 3.Qh5+ Nh6 (If 3...Kg7, 4.g6 forces mate.) 4.Qxh6+ Kg8 5.Qg6+ Kh8 6.Be3, followed by 7.Rh1 mate.

(934) White opens the g-file with telling effect. 1.Qxh5! Bxe4 2.Bxe4 gxh5 3.Rg1+ Kh8 4.Bg7+ Kg8 5.Bf6+ Kf8 6.Rg2! Re7 7.Rag1 Ke8 8.Bc6+! Resigns. White mates next move.

(935) 1.Rh7+! Kxh7 2.Qxf7+ Kh8 3.Rh1+ Resigns. White mates next move.

(936) 1.Bf6! h6 (If 1...gxf6, 2.Rd3! d5 [or 2...Nxc4 3.Rh3] 3.Rg3+ Kh8 4.Qh6 forces mate; if 1...Nxc4, 2.Qg5 g6 3.Qh6 with the same result.) 2.Qg6!, followed by 2.Qxg7 mate.

(937) 1.Qxf8+ Kxf8 2.e7 mate.

(938) 1.Rxh7+! Kxh7 2.Qh5+ Kg8 3.Bh6 (Threatening 4.Qg5+ and mate next move.) 3...Ne7 4.e6! Nxf5 5.Rg3+! Resigns. If 5...Nxd3, 6.Qg5+ and 7.Qg7

mate.

(939) 1.h6+ Kg8 2.Qf6 and 3.Qg7 mate.

(940) 1.Bc8! Rxc8 2.Ra8+! Kxa8 3.Qxc8+ Rb8 4.Qc6+! Rb7 5.Qa4+! Kb8 6.Qe8+. White mates next move!

(941) 1.Rxg7+ Kf8 (If 1...Kh8, 2.Rxh7+ Kg8 3.Rh8 mate.) 2.Rg8+! Kxg8 3.Rg1+ Kf8 4.Bg7+! Kg8 5.Bf6+ Kf8 6.Rg8+! Kxg8 7.Qg2+ Kf8 8.Qg7 mate.

(942) 1.Rxh7! Kxh7 (If 1...Bxd4, 2.Qxg6+ Bg7 3.Rh8+! Kxh8 4.Qh7 mate. Or 2...Rg7 3.Qe6+, forcing mate.) 2.Qxg6+ Kg8 3.Rh1! Resigns, because of 4.Rh8+!

(943) 1.Bxf5!! Bf7 (If 1...gxf5, 2.Qxf5+ Kh8 3.Ng6+ winning the queen.) 2.Bxg6+ Resigns. If 2...Bxg6, 3.Nxg6!, winning the rook with discovered check.

(944) 1.Qg4+ Qg6 (If 1...Kh8 2.Qg7 mate.) 2.Ne7+ Resigns. White wins the queen.

(945) 1.Nxg6! fxc6 2.Qxg6 e6 (If 2...Be8, 3.Bd5+ wins. Or 2...Rf6 3.Rxf6 exf6 4.Bd5+, etc.) 3.Be4! Rf5 4.Rxf5! exf5 5.Bd5+ Resigns.

(946) 1.Bxh7+ Kxh7 2.Rf7+ Kh6 (If 2...Kg8, 3.Rg7+ Kf8 4.Qf1+ Ke8 5.Qf7+, followed by mate. Also 2...Kg6 3.Rg7+ leads to mate.) 3.Be3+! Rxe3 (If 3...Kh5, 4.g4+ wins easily.) 4.Qf6+ Resigns. White mates quickly.

(947) 1.Rxg7! Rxg7 2.Qxh6+ Rh7 3.Qxf8 mate.

(948) 1.Qh6 Resigns. Black is helpless against 2.Qg7 mate.

(949) 1.Rxh7! Kxh7 2.Qf7+ Kh6 3.Bg7+ Kg5 4.f4+ Kh5 5.g3 Nh6 6.Ne5+! Nxf7 7.Be2+ Bg4 8.Bxg4 mate.



(950) 1.Rxg7! Kxg7 2.Be5+ Kh6 3.Nf7+ Kh5 4.Be2+ Kh4 (4...Bf3 5.Bxf3+ adds one more move.) 5.Bg3+ Kh3 6.Ng5 mate.

(951) 1.Nxg6! Kxg6 2.Bh5+! Kxh5 3.Ng3+ Kh4 4.Qe4+. White mates next move.

(952) 1.Rxh7! Rxh7 2.Rxh7 Rf7 (If 2...Kxh7, 3.Qh5+ and mate in two more moves.) 3.Rh6 Nc4 4.Rxg6+ Resigns. White has won two pawns and maintains the attack.

(953) 1.Rxh7! Kxh7 2.Rh1+ Kg8 3.Rh8+ Kf7 4.Qf6+ Ke8 5.Qxf8+ Kd7 6.Qxd6 mate. Another way is 3.Qh8+ etc.

(954) 1.Qe8+! Kxg7 (If 1...Nxe8, 2.Rg8 mate.) 2.Qf7+ Kh8 3.Bh6 Resigns. Black is helpless against Q[B]g7 mate.

(955) 1.c6! bxc6 (If 1...Rdd8, 2.Qxb7 mate.) 2.Ba6+ Kd8 3.Qb8 mate.

(956) 1.Rxh5! Rd7 (If 1...gxh5, 2.Bh6+ Kh8 3.Qg5 forces mate. And if 1...Nxb5, 2.Qxf7+ and mate next move.) 2.Rh8! Resigns. If 1...Kxh8, 2.Nxf7+ wins the queen. Meanwhile, White threatens 3.Bxf6+ and 4.Qh6 mate.

(957) 1.Qg4. (Not 1.Qd4 Qg5.) 1...g6 2.Qd4 Resigns. Black cannot stop mate, as 2...f6 is impossible.

(958) 1.Bxh7+! Kxh7 2.Ng5+ Kg8 (2...Bxg5 3.hxg5+ wins quickly.) 3.Qh5 Bxg5 4.hxg5 Kf8 5.Qh8+ Ke7 6.Ng6+! fxg6 7.Qxg7 mate.

(959) 1.Rxg7+! Kxg7 (After 1...Kf8 2.Rg5, Black cannot hold out very long.) 2.Qg3+ Kf7 3.Rh7+ Ke8 4.Qb8+ Kd7 5.Qxb7+ Kd8 6.Qxe7+ Kc8 7.Qc7 mate.

(960) 1.Qxf6+! Kxf6 2.Be5 mate.

(961) 1.Rxb7! Kxb7 2.Qxc6+ Kc8 3.Qa6+ Kd7 4.Bc6 mate.

(962) 1.Nxb5! cxb5 (White threatened 2.Ra8 mate.) 2.Qc5 Nc6 3.Qd6+ Qc7 4.Ra8 mate.

(963) 1.Rxf6! Bxf6 (If 1...Rxb7, 2.Qg5! Bc5 3.Bf8! and White forces mate.) 2.Qg5! Bf3+ (If 2...Bxg5, 3.Bg7 mate.) 3.Kg1! Rxb7 4.Qxf6+.

(964) 1.Qxh6! Resigns. If 1...gxh6, 2.Bh7 mate.

(965) 1.Bxg6! fxc6 2.Qxg6 Nd7 3.Ng5 Qf6 4.Rh8+! Kxh8 5.Qh7 mate.

(966) 1.Qh5 h6 2.Qxg6 hxg5 3.Bxg5 Qe8 4.Bf6, followed by Qxg7 mate.

(967) 1.Rd7! Qxd7 2.Qxh5!. (Without White's first move, Black could now save himself with ...Qxh2+) 2...gxh5 3.Bh7 mate.

(968) 1.Nxg7! Kxg7 2.Qe5+ (If now 2...f6, 3.Nxe6+ Kh8 4.Qg3 winning Black's queen because of the mate threat. Or 2...Bf6 3.Nh5+ Kg6 4.Nxf6 Qxf6 5.Qg3+ Kh5 6.Qh3+ Qh4 7.g4+, winning the queen.) 2...Kg8 3.Nh5 Resigns. If 3...f6, 4.Qg3+ wins.

(969) 1.Qxg6+ Kxg6 (Or 1...Kg8 2.Bf5 and wins.) 2.Bf5+ Kg5 3.h4 mate.

(970) 1.Rxh5+ gxh5 2.Ng5+ Kg8 3.Qh6 f6 4.Nxe6 Qh7 5.Qxh7+ Kxh7 6.Nxf8+ Rxf8 7.Rxf6 Resigns. White has two extra pawns with an easy win.

(971) 1.Qa6! bxa6 2.Rb8 mate.

(972) 1.Rxg7+! Kxg7 2.Nh5+ Kf8 (If 2...Kg6, 3.Qe3! forces a quick mate; if 2...Kh8, 3.Nxf6 Qe5 4.Bb2! is decisive.) 3.Nxf6 Nxf6 4.Qxf6 Ke8 5.Bb5+ Resigns. If 5...Kd8, 6.Qh8+ Kc7 7.Bf4+ wins. Or 5...Rd7 6.Qh8+ Ke7 7.Bg5+ Kd6 8.Bf4+.

(973) 1.Qh8+! Kxe7 2.Re1+ Kd6 3.Qe5 mate.

(974) 1.Qh4! Re8 (If 1...hxd5, 2.Nxd5 with a mating attack.) 2.Bxh6! gxd6 3.Qxd6 Nd6 4.Nd6 Nf8 5.Re1! d5 (If 5...Ne6, 6.Ne4! wins.) 6.Bxe8 Qxe8 7.Re3 Be6 8.Nh7! Resigns. There's no defense to the coming Rg3+

(975) 1.Qxa6! bxa6 2.Rxb8+ Kxb8 3.Nc6+ Kc7 4.Nxe7 Resigns. White remains a piece ahead, for if 4...Bxe7, 5.Bxh6.

(976) 1.Rxf7! Kxf7 2.Qxh7+ Ke8 3.Bg5! Resigns. White threatens 4.Qxe7 mate, and 3...Bxg5 is impossible because of 4.Bxg6 mate. If 3...Qc7, 4.Bxg6+ Kd7 5.Qxe7+ Kc8 6.Bf5+, recovering the rook and emerging two pawns ahead.

(977) 1.Nxd5! Bxf4 (If 1...hxd5, 2.Rxd5+ wins the queen.) 2.Qc3+! Rf6 (If 2...Be5, 3.Nf3+ and wins.) 3.Ne4+! Bxg3 4.Rxd3+ Kh8 (If 4...Kf8, 5.Qb4+ wins.) 5.Qxf6+! Rxf6 6.Rg8+! Kxg8 7.Nxf6+ Kf8 8.Nxh5 Resigns.

(978) 1.Rxh6! gxd6 2.Qxf6+! Kg8 3.Qxe7 Qc8 4.Ne5! Resigns. White has too many threats.

(979) 1...Nf3+! 2.gxf3 Qh4 3.Rh1 Bxh3! 4.Bd2 Rf6 Resigns. White is helpless against 5...Rg6. If 5.Rhg1, 5...Bf1 mate.

(980) 1...Bxg3! (If now 2.fxd3, 2...Qe3+ wins the queen.) 2.Bxg4 Bxf2+ 3.Kxf2 Qxh4+ 4.Kf1 Bxg4 Resigns.

(981) 1....Be3+! (If now 2.Kh1, 2...Rh2 mate or 2...Bg2 mate.) 2.Rxe3 Rd1+ 3.Re1 Rxe1 mate.

(982) 1...Rxh3! 2.Nf1 Rh1+! 3.Kxh1 Rh5+ 4.Kg1 Qh4 5.Ng3 Qh2+ 6.Kf1 Qh1+! 7.Nxh1 Rxh1 mate.

(983) 1...Ne2+! 2.Rxe2 Rf1+! 3.Kxf1 Qh1+ 4.Kf2 Ng4 mate.

(984) 1...Nf3+! (If now 2.Kh1, 2...Rh5 3.h3 Bxh3 4.gxh3 Rxh3+ 5.Kg2 Ne1+!, and mates in two more moves.) 2.gxf3 Rg5+ 3.Kh1 Qxf3 mate.

(985) 1...Nf3+! 2.gxf3 (If 2.Kf1, the most effective is 2...Nxb2+!.) 2...Rg5+ (If now 2.Kh1, 2...Qxf2 leads to mate.) 3.Kf1 Qh3+ 4.Ke2 Re5 mate.

(986) 1...Qxb2+! 2.Kxb2 Rh6+ 3.Kg3 Ne2+ 4.Kg4 Rf4+ 5.Kg5 Rff6 6.Kg4 Rfg6+ 7.Kf3 Nxb1 mate.

(987) 1...Bxb2+! 2.Kxb2 Qxa3+ 3.Kb1 b3! 4.c3 b2 5.Kc2 b1/Q+ 6.Rxb1 Qa2+ Black wins the rook.

(988) 1...Bxf3! (If now 2.Nxe6, 2...Rxb2+! 3.Kxb2 Qd2+ 4.Kh3 Qh6+, followed by mate.) 2.Qc3 g5! (If now 3.Rc8, 3...g4 mate.) 3.g4 gxf4! (If now 4.Rc8, 4...Bg2 mate.) 4.g5 Bb7! 5.Kg4 Qd5 Resigns. If 6.Rxb7, 6...Qf5+, etc.

(989) 1...Rb1+! 2.Rxb1 Qc3+ and mate next move.

(990) 1...Bxf4+! 2.Qxf4 Rg3! (If now 3.Qxd6, 3...Rxb3 mate.) 3.Qxf5 Rg2+ and mate next move. The same goes for 3...Rxb3 double check.

(991) 1...Qf3+ 2.Bg3 g5! (Threatens ...Qf1 mate. If now 3.Rd2, 3...Qf1+ 4.Rg2 h5 5.gxh5 Qxf5 mate.) 3.fxc6 e.p. Kg5! (Again threatening ...Qf1 mate.) 4.Rd2 h5! 5.gxh5 Qf1+ 6.Rg2 Qf5 mate. *Editor:* 4.Rf7 is a better defense.

(992) 1...Rh5! (If now 2.g3, 2...Qxg3 3.Be4 Rxd1 4.Rxd1 Nxe4 5.fxe4 Be4+, etc.) 2.h3 Ng4! 3.fxc4 Rxh3+ 4.Kg1 Qh2+ 5.Kf1 Qh1+, followed by 6...Qxg2 mate.

(993) 1...Qxb4+ 2.Kg1 Qh1+ 3.Kf2 Qh2+. Black wins the queen.

(994) 1...Rxb2+! 2.Kxb2 Qh3+ 3.Kf2 Qh2+ 4.Kf3 Rf8+ 5.Qf7 Rxf7 mate.

(995) 1...Rxb2+! 2.Kxb2 Qa3+ 3.Kb1 Rb8+ 4.Nb3 Rxb3+! 5.cxb3 Bf5+ and Black wins the queen.

(996) 1...Nf3+! 2.gxf3 Bxf3+ 3.Bg3 Qxg3+! 4.hxg3 Rxg3+ 5.Kh2 (If 5.Bg2, 5...Rxg2+ 6.Kf1 Rxf2+ and mate next move.) 5...Bxf2 6.Bh3 Rxh3+! 7.Kxh3 Rh8 mate.

(997) 1...Nf3+! (If now 2.gxf3, Q[R]g5+ leads to mate.) 2.Kh1 Qh4 3.h3 Ne1! Resigns. Attacks the queen and also threatens 4...Qxh3+, followed by 5...Qxg2 mate.

(998) 1...Nxb3 (If now 2.gxb3, 2...Qxb3+ 3.Kg1 Rg3+ and mate in two more moves.) 2.gxf3 Nf2+ 3.Kg3 Qh3+! (If now 4.Kxf2, 4...Qh2+ wins the queen.) 4.Kf4 Qh2+ 5.Ke3 Ng4+! Resigns. If 6.Kd3, 6...Ne5+ wins the queen. And if 6.fxg4, 6...Qxc2 wins.

(999) 1...Qg1+! 2.Rxg1 Nf2 mate.

(1000) 1....Nf4! (Threatens 2...Nh3 mate; if 2.gxf4, 2...Bxf4 3.Be3 Bxh2+!, forcing mate.) 2.h4 Qxh4 Resigns. If 3.gxh4, 3...Nh3 mate.

(1001) 1...Qf1+! 2.Bg1 Qf3+! 3.Bxf3 Bxf3 mate. This very beautiful combination, played in a blindfold exhibition of 22 games by the great Pillsbury, worthily concludes our collection.

(1002) 1...Nxb3! 2.gxb3 Bxb3+ 3.Kf2 Ng4+ 4.Bxg4 Bxg4 Resigns. After White saves his queen, the black queen enters with deadly effect: 5.Qd2 Qh4+ 6.Kf1 Qh1+ 7.Kf2 Qh2+ 8.Kf1 Bh3+ 9.Rxh3 Rg1 mate. *Editor: After 50 plus years the Law of Inflation allows us to add another position.*